THE COMPLETE AND INDEPENDENT GUIDE

TV GAMER

all the games you can get for ★Intellivision ★Atari ★Vectrex ★Coleco

covers over 200 games

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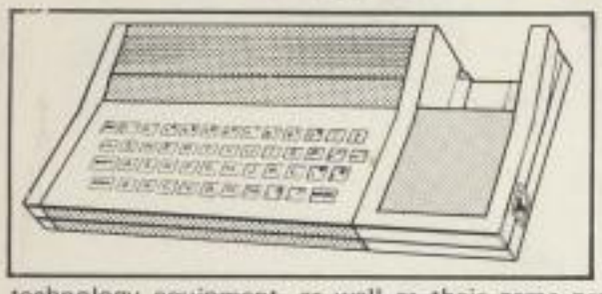
★WIN a Vectrex

★WIN five new releases from Atari

SUMMER 1983 · 95p

HOME COMPUTERS

AQUARIUS



AQUARIUS: The brand new Aquarius Personal Computer is part of Mattel Electronics latest developments in advanced technology and offers full home computing facilities, as well as extensive game play, using a very wide range of plug in cartridges. Since Aquarius is a Mattel Electronics product, it benefits by the company's wide experience of producing high technology equipment, as well as their game programming expertise which is evident from the advanced games which have been produced for the Intellivision. Aquarius costs £99 and comes with microsoft basic built in. It is so simple to use that you'll be writing your first programs within minutes of taking the machine out of its box. You can even record the programs on your own cassette recorder at home, so you can use them again at a later date. Most available domestic tape recorders are compatible with the Aquarius.

A POWERFUL MACHINE: For all its simplicity, it is also very sophisticated. It has a Z80A processor and 8K of built in ROM as well as 4K of RAM, which is user expandable to 52K. It has a display of 40 x 24 characters, and a graphic resolution of 320 x 192 with a total character set of 256 (including the complete ASCII set with upper and lower case letters, numbers and additional graphic symbols). The keyboard has 49 full stroke moving keys, unlike some of the cheaper machines which have membrane keyboards. The size of the machine (excluding any of the additional peripherals), is 13" x 6" x 2".

PERIPHERALS: It is very easy to increase the capabilities of your Aquarius as all the peripherals plug straight into one another. You can add a Printer, a Modem, a Data Recorder, Mini Expander and other items. All of the peripherals are very easy to install and what is more, they're easy to use. But the best news of all is, they're easy to afford.

CPM OPERATING CAPABILITY: The Aquarius is capable of being expanded to 52K RAM and later in 1983 a disk drive will be available for it, with the commercial CPM business operating system. This will allow you access to one of the largest software libraries in the world, with literally hundreds of programs available for you to use.

CARTRIDGES: Various sophisticated programs will be launched on plug in cartridges such as a Visicalc type spreadsheet and a word processor. In addition there will be dozens of games and utilities and alternative languages such as Logo, which combined with the built in microsoft basic gives an unbeatable combination of high quality programming ability.

MATTEL AQUARIUS – £86.09 + VAT = £99 **£99**

ATARI 400/800

ATARI 400/800: With the Atari Personal Computers you can play the ultimate in T.V. games, teach yourself new subjects or skills, balance budgets - even write your own computer programs in Atari Basic.

SPECIFICATIONS: Both the Atari 400 and 800 can display in up to 16 colours each with sixteen intensities and have 4 independent sound synthesizers for music tunes or games sounds. These provide four octaves with variable volume and tone control on your T.V. speaker. The display graphics are of amazing quality having a detailed resolution of 320 x 192, comprising twenty four lines of 40 characters.

THE ATARI 400: The Atari 400 comes with 16K RAM expandable to 48K, and the Atari 800 comes with 48K as standard. Both systems come with a 10K ROM operating system. If you buy an Atari 400, Joystick and a Game Cartridge that is all you will need to play some of the most sophisticated and wide ranging computer games in the country.

LEARN TO PROGRAM IN BASIC: Later on you can buy the basic programming cartridge and try your hand at programming, using the easy to learn Basic Language. Or maybe you would like to learn touch typing, speed reading or conversational languages.

OVER 500 PROGRAMS AVAILABLE: Atari have well over 500 different 400/800 programs available for your use, a larger selection than you will find on ANY other T.V. game or home computer! The selection makes Atari streets ahead of the competition. Just fill in the coupon and we will be pleased to send you a full price list giving details of the range of software for entertainment, learning, programming and home office use.

100 FREE PROGRAMS FROM SILICA SHOP: If you buy yourAtari Home Computer from Silica Shop, you will recieve a FREE presentation pack of 6 cassettes containing 100 programs including games, utilities, demonstrations and music composer files, giving an ideal introduction to computing. A 16-page booklet giving details of these programs is available on request. If you have already purchased your computer elsewhere, you can buy the set of six cassettes for £30. What's more, Silica Shop offer a two year guarantee on all Atari Personal Computers which now adds up to an amazing offer that we believe cannot be beaten or matched by any of our competitors.

ATARI 800 48K – £303.48 + VAT = £349
ATARI 400 16K – £138.26 + VAT = £159 **£159**

VIDEO GAMES

COLECOVISION

THE SYSTEM: The CBS Colecovision offers new standards in video game play. The excellent graphics are well implemented with arcade titles such as Zaxxon, Lady Bug, Gorf, Wizard of Wor, Carnival, Mouse Trap and the lovable Smurfs. The console comes supplied with a three screen arcade quality version of DONKEY KONG. Parker and other companies have also announced ranges of cartridges for Colecovision, to further enhance the wide range of quality titles available for this new television games machine.

THE CONSOLE: The CBS Colecovision video games system has advanced technology which produces superlative graphics resolution and excellent sound effects. The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment, and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick, and feature 2 independent fire buttons. The push button keyboard is used for game selection and for game control with some cartridges. The hand controllers are detachable and are connected to six feet of telephone coil cable, storing neatly away in the console when not in use.

ATARI EXPANSION MODULE: The Atari converter module allows Atari VCS software cartridges to be played on the Colecovision console, allowing owners the freedom to purchase from the extensive range of Atari compatible cartridges. It also means that existing Atari owners can buy the CBS Colecovision games system without discarding their software library. Silica Shop offer part exchange facilities if you wish to upgrade.

TURBO EXPANSION MODULE: The Turbo Driver Expansion Module allows you to actually drive the vehicle that appears on your T.V. screen. The module consists of a steering wheel, dashboard and accelerator pedal. One hand controller is mounted on the dashboard to provide a gear change unit. The module comes complete with a Turbo Driver cartridge, the first of several cartridges to make use of the module, which provides all the action of sitting in the driving seat. This facility is unique to CBS Colecovision.

HOME COMPUTER EXPANSION MODULE: The Home Computer Module scheduled for late 1983, allows conversion of the games unit into a sophisticated Home Computer. This flexibility of design is an important feature of the CBS Colecovision System.

COLECOVISION - £129.57 + VAT = £149 **£149**

VECTREX

THE SYSTEM: Vectrex is a totally unique Home Arcade System, which has been exclusively designed and engineered to duplicate real arcade game play. Complete with its own monitor display, Vectrex won't cause any arguments over the use of the family's television because it has its own built in screen.

THE SCREEN: Vectrex does not use ordinary display techniques, instead it uses vector scanning to control the images on the screen. With this scanning method, the gun only updates the area of the screen that has changed, whereas a normal T.V. re-transmits the ENTIRE screen 50 times a minute. It is this that gives Vectrex its speed, and means that very little computer power is required for screen control, and the results provide very fast responding and clear images. These 'Vector Graphics' are used in several arcade games such as Asteroids and Battlezone, to give you incredibly high resolution and quality. Vectrex brings all of this from the arcade right into your living room. The Vectrex screen is capable of displaying 80 columns by 40 lines, which is significant to the extensive developments planned for the system.

EXCITING SOUNDS AND ELECTRONICS: Vectrex has an advanced microprocessor with more speed and power and exciting effects than many home video games systems.

REAL ARCADE CONTROLS: Vectrex has a unique control panel, similar to those used in many real arcade games, with 4 concave action buttons and a full 360° self centering joystick. This control panel has a 4 foot detachable cord for maximum player freedom.

REAL ARCADE GRAPHICS: Vectrex has its own 9 inch vertical screen and unlike a conventional T.V. screen, uses advanced display technology to achieve brilliant, high resolution imagery and superb game play never before possible. The Vectrex display provides special effects too, such as 3-D rotation and zooming in and out, which a regular T.V. cannot match. Using a black and white monitor, each Vectrex game comes supplied with its own coloured plastic screen overlay to add to the excitement of game play. The range of Vectrex cartridges (£21.95 each), gives a good selection of arcade games such as Berzerk, Scramble, Rip-Off and Bomber Attack. Vectrex comes complete with a fast paced 'Minestorm' game built into memory.

VECTREX: Vectrex has an advanced state-of-the-art microprocessor with more speed than other T.V. games.

VECTREX – £129.57 + VAT = £149.00 **£149**

WHO ARE SILICA SHOP

Silica Shop are one of the leading specialist suppliers of video games and personal computers. We consider that our services to all those interested in, or owning a product in our range cannot be matched by any other supplier. Just look at what we have to offer:

* **SHOP DEMONSTRATION FACILITIES** - we provide full facilities in our shop in Sidcup, so you can get 'hands on' experience of our range.
* **OPENING HOURS** - we're open from Monday to Saturday 9am - 5.30pm, closing at 1pm on Thursday and 8pm on Friday.
* **MAIL ORDER** - we are a specialist mail order company and are able to supply goods direct to your door. We also have the facility for next day delivery if you can't wait to get your hands on your new T.V. game or computer equipment.
* **FREE FIRST CLASS DELIVERY** - all orders are sent POST AND PACKING FREE, and are usually despatched by FIRST CLASS POST unless you require overnight delivery which can be arranged at £3 for items under £50, and £5 for items over £50.
* **MONEY BACK UNDERTAKING** - if you are totally dissatisfied with your purchase, you may return it to us (in good condition) within 10 days for a full refund.
* **PART EXCHANGE** - we will offer you one third in part exchange on your Mattel Intellivision or Atari console and related cartridges if you decide to buy a new video game or personal computer from us.
* **SECONDHAND GOODS** - as we take machines in part exchange, it means that we often have second hand items which we sell at two thirds of our normal price.
* **COMPETITIVE PRICES** - our prices, and service are very competitive. We are never knowingly undersold and will match any bona fide price quoted by our competitors, providing they have the goods in stock. We will also send the order to you post and packing free.
* **HELPFUL ADVICE** - is always available from our specialist sales staff on the suitability of various computers or T.V. games.
* **AFTER SALES SERVICE** - is available on all machines in our range. Out of guarantee repairs can be carried out by our Atari authorised service centre, on all Atari equipment. We will support your machine long after you originally bought it.
* **2 YEAR GUARANTEE** - we offer a 1 year extension on some manufacturers 12 month guarantee, including Atari.
* **VIDEO GAMES AND COMPUTER CLUBS** - we offer a full information service on all video games and computers in our range. Advanced information on new developments is often included, so you are always kept informed.
* **OVERSEAS ORDERS** - we can send goods overseas and will quote for the order on receipt of your requirements.
* **PAYMENT** - we accept ACCESS/BARCLAYCARD/AMERICAN EXPRESS & DINERS CLUB credit cards, as well as cash, cheques or COD.
* **CREDIT FACILITIES** - we can also offer credit facilities with payment over 12, 24, or 36 months. Please send for a written quotation.

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VIDEO GAMES

ACCESS Atari
Aerial Splitter
Joysticks
Keyboards
Mains Adaptor
Paddles

ACCESS 3rd P
Extn Lead
Joysticks
Le Stick
Pointmaster
Quick Shot
Redball
Starfighter
Straight Stick
Trackball
Triga Commd
Vid Command
Wicos
Zircon

ACCESS Misc
Video Storage
Units

ACTIVISION
Barnstorming
Boxing
Bridge
Chopper Cmd
Dolphin
Dragster
Enduro
Fishing Drby
Freeway
Grand Prix
Ice Hockey
Kaboom
Keystn Capers
Laser Blast
Megamania
Oink
Pitfall
Plaque Attack
River Raid
Robotank
Seaquest
Skiing
Sky Jinks
Spider Fighter
Stampede
Starmaster
Tennis

APOLLO
Lost Luggage
Racquetball
Shark Attack
Skeet Shoot
Space Cavern
Space Chase

ATARI
3-D tic tac toe
Adventure
Air/Sea Battle
Asteroids
Backgammon
Basic Math
Basic Progrm
Basketball
Basketball (n/s)
Berzerk
Bowling
Brain Games
Breakout
Casino
Centipede
Checkers
Chess
Circus
Codebreaker
Combat
Concentration
Defender
Demons/Diams
Dig Dug
Dodge'em
E.T.
Football/socr
Fun with Nos
Galaxian
Golf
Gravitar
Hangman
Haunted Hse
Human Cann
Hunt & Score
Indy 500
Jungle Hunt
Kangaroo
Krull
Meth G Prix
Maze Craze
Min Golf
Missile Cmnd
Ms Pac-Man
Night Driver
Olympics
Othello
Outlaw
Pac-Man
Phoenix
Pinball
Pole Postn
Raiders of L/A
Sky Diver
Slot Racers
Soccer
Space Invaders
Space War
Star Raiders
Street Racer
Superman

ATARI

ATARI VCS (2600) – THE NO 1 BRAND LEADER IN THE U.K.

ATARI: The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, a pair of paddle controllers, aerial splitter, mains adaptor and a 27 game Combat cartridge. It gives you bright crisp graphics, realistic sound effects and even specially designed circuits for the protection of your Television Set.

SECONDHAND GAMES: We currently have several secondhand Atari VCS units in stock which we are selling for only £49 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 months guarantee). We will normally buy back secondhand units and cartridges at one third of our standard price.

£49

EXTENSIVE CARTRIDGE RANGE: The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.

SILICA ATARI CLUB: Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

SERVICE CENTRE: Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

VCS COMPUTER KEYBOARD: A keyboard will soon be launched to convert the VCS into a fully programmable home computer. For further details, join our club by completing the coupon below. We will then let you know when further information is available.

STARPATH SUPERCHARGER: The supercharger plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of multi-load games (at £19.45 each), these offer the facility to play a game in several distinct parts (great for adventures), the next section being loaded when you have completed the previous one, thus enhancing the game play. For further information please complete the coupon below.

ATARI VCS CONSOLE- With Combat Cart & Accessories £68.70+VAT = £79.00

£79

ATARI/Contd
Super Brkout
Surround
Swordquest E
Swordquest F
Tennis (rtgot)
Vanguard
Volleyball (n/s)
Warlords
Yars Revenge

BOMB
Assault
Great Escape
Splendour
Wall Defender
Z-Tack

CBS (Coleco)
Blue Print
Carnival
Donkey Kong
Gorf
Mousetrap
Smurf
Solar Fox
Turbo
Venture
Wings
Wizard of Wor
Zaxxon

IMAGIC
Atlantis
Cosmic Ark
Demon Attack
Dem. Attack II
Dragonfire
Fire Fighter
No Escape
Riddle of Sphx
Scuba
Starstorm
Star Voyager
Trick Shot
Zone

M-NETWORK
Advs of Tron
Air raiders
Burger Time
Comp Revenge
Frogs & Flies
Intnl Soccer
Lock 'n' Chase
Space Attack
Tron Ddly Dsc
Winter Olymp

PARKER
Action Force
Amidar

PARKER/Con
Emp Strks Bk
Frogger
Incredible Hulk
James Bnd 007
Jedi Arena
Lord of Rings
Popeye
Q-Bert
Reactor
Rtn of Jedi 1
Rtn of Jedi 2
Sky Skipper
Spiderman
Super Cobra
Tutankham

SPCTRVSION
Chall of Nexar
China Syndrme
Cross Force
Gangster Alley
Glactic Tactic
Mangia
Master Builder
Planet Patrol
Tape Worm

SUPERCHGER
Comunst Mut
Dragonstmper
Escape from M
Fire Ball
Killer Satellite
Phaser Patrol
Suicide Mission

TELESYS
Coconuts
Cosmic Creeps
Demoltn Herby
Fast Food
Ram - It

TIGERVISION
Jawbreaker
King Kong
Marauder
Miner 2049er
Polaris
River Patrol
Threshold

ZIMAG
Cosmic Corridor
Dishaster
Immies & Aggs
I want my Mom
Pizza Chef
Quest for Gold
Tally Ho
Tanks no Tanks

ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:

Wico Trackball

Le Stick: *A mercury filled joystick specially designed for one handed operation, with thumb fire button.*

Quick-Shot: *This joystick features a contoured handle grip, thumb trigger and optional base fire button. It is supplied with sure-foot suction grips.*

Starfighter: *Neat and compact with a small direction stick. Metal interior makes this a most robust unit.*

Video Command: *A tapered joystick for single handed use, it has a directional control similar to a jet fighter joystick.*

Wico Red-Ball: *An arcade style joystick with a red ball handle, it features two fire button locations, one at the base and one on the stick, and comes with 4 grip pads.*

Wico Red-Stick: *An arcade style bat handle grip is the main feature of this joystick, which also has switchable base/top fire buttons and 4 grip pads for table top use.*

Wico Trackball: *A true arcade style trackball to use with the Atari or Commodore VIC. This product is designed for the arcade enthusiast to give arcade control at home.*

12' Extension Lead: *A 12 feet extension cord for Atari and Atari compatible joysticks.*

Wico Straight-Stick

MATTEL INTELLIVISION

MATTEL INTELLIVISION: The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £98. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects can be moved accurately in 16 directions giving a realistic simulation of lifelike movement.

VOICE SYNTHESIS: The Intellivoice unit, price £49, is used with special cartridges where high quality synthesised male and female voices feature as part of the game play.

NEW MATTEL CARTRIDGE RELEASES: Why not complete the coupon below and join the Silica Mattel Owners Club and receive our FREE news bulletins and 16 page catalogues detailing new Mattel releases. There will soon be over ninety cartridges available for the Mattel, and a small selection from these is listed below:

MATTEL: Arctic Squares, Burger Time, Buzz Bombers, Chess, Cloudy Mountain, Loco Motion, Mission X, Mystic Castle, Sharp Shot, Solar Sailor, Space Shuttle, Vectron, Winter Olympics. **ACTIVISION:** Happy Trails, Pitfall, Stampede. **C.B.S:** Blue Print, Carnival, Donkey Kong, Gorf, Mousetrap, Smurf, Solar Fox, Turbo, Venture, Wizard of Wor, Zaxxon. **IMAGIC:** Beezer, Dracula, Ice Trek, Nova Blast, Safecracker, Swords & Serpents, Tropical Trouble, White Water. **PARKER:** James Bond 007, Lord of the Rings, Popeye, Q-Bert, Spiderman, Star Wars, Super Cobra, Tutankham.

COMPUTER KEYBOARD: In July/August 1983, Mattel will be launching their new £89, 49-key computer keyboard attachment called 'Lucky' which is fully programmable and has microsoft basic built in. It will transform your Master Component into a home computer. The adaptor also accepts a 6 note polyphonic music synthesiser and full size 49-key piano keyboard that will make learning music as easy as playing games.

MATTEL CONSOLE £85.22 + VAT = £98.00

£98

VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have **FREE** clubs for the **Atari VCS, Atari 400/800** home computers, and **Mattel Intellivision.** Soon we will have clubs for **Colecovision, Aquarius** and **Vectrex.** So if you own one of these machines, fill in the coupon opposite, and we will enrol you **FREE OF CHARGE** in the club relevant to your computer or video game.

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FREE LITERATURE – Please send me your FREE LITERATURE and catalogues on the following items:

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FREE LITERATURE

TV GAMER

Dear Reader,

Welcome to the first issue of TV Gamer.

This guide is for everyone who owns, or is thinking of buying, a video games system. New owners will have missed games which came out a few years ago, and often only the most recent games cartridges are widely available. Unless you are lucky enough to live near to one of the few specialist shops that carry a large range, you don't stand much chance of finding out what you've missed. That's where we come in. TV Gamer lists ***all*** the games cartridges available for the four systems we cover, with reviews and comments.

Don't run away with the idea that a game is no good just because it's not the latest thing out. Many early video games cartridges can still bring hours of enjoyment although they are now being sold off cheaply. Shopkeepers just haven't got the room to stock all the cartridges produced, so they sometimes have to sell older items to make way for the new – which gives alert gamers the chance of a bargain. Similarly, some ranges of cartridges may not be widely stocked simply because retailers don't have the space. TV Gamer makes room for them all and shows you the complete range of choice.

We deal with the two most popular systems of today, ATARI and INTELLIVISION, and introduce two newcomers, COLECOVISION and VECTREX. The newer games have more recent electronics, but the older systems have had longer to build up their list of games – and games are what counts.

Atari and Intellivision are probably already known to you, but the newcomers have good pedigrees, too. Colecovision is backed by the huge CBS company of America. They have made a triple attack on the games market – a new console featuring better colour graphics than any other system currently available, a range of cartridges to play on the Atari and, coming soon, an adaptor to allow Atari cartridges to play on the Coleco console. Well worth keeping an eye on. Vectrex is backed by Milton Bradley, and there can't be many of us who haven't played with MB games at some time in our lives. This product has a unique display system, never before seen in home video games.

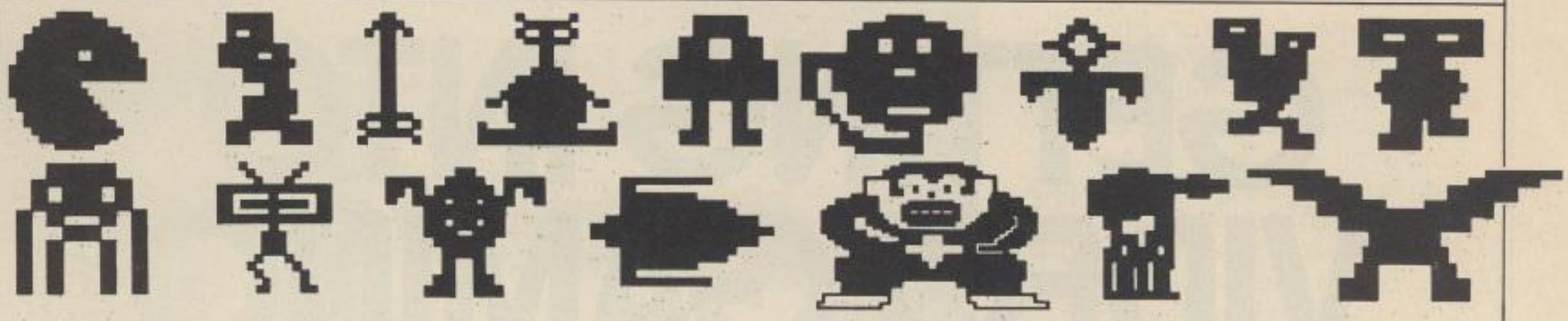
Video Games Guide will be published every quarter – and a lot can happen in three months in video games!

Write and tell us of your successes, or your problems. Since we only cover these four systems, we probably know more about them and their new developments than magazines that try to deal with every game under the sun. Writers of all letters published will get a free copy of the issue featuring their letter.

I look forward to hearing from you!

The Editor

CONTENTS



INTRODUCTION: To start you into gaming, with the rundown on how it all began and some useful tips on choosing and using your cartridges 6

YOUR GUIDE TO THE REVIEW LISTINGS: explaining our software listing system and games categories 8

ATARI

The biggest selling home games system in the world

SYSTEM REVIEW 18

SOFTWARE REVIEWS: all the games cartridges, including new releases 20

COMPETITION: Win the next 5 Atari releases! . 34

VECTREX

Unique new mini-arcade system with its own built in screen

SYSTEM REVIEW 12

SOFTWARE REVIEWS: all the games cartridges, including new releases 14

COMPETITION: Win a Vectrex! 17

COLECOVISION

A new system with excellent graphics and great potential

SYSTEM REVIEW 42

SOFTWARE REVIEWS: all the games cartridges, including new releases 45

INTELLIVISION

An excellent system that can talk back!

SYSTEM REVIEW 50

SOFTWARE REVIEWS: all the games cartridges, including new releases 52

GAMERS' GLOSSARY – a guide to all the technical names and gamers' jargon 48

QUESTIONNAIRE 63

SUBSCRIPTION FORM 64

WHERE TO BUY 65

TRADE INFORMATION 66

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Who are our Reviewers?

First and foremost they have to be avid gamers – real players and fans, rather than professional journalists. Typical of our group is Chief Reviewer, **Darrin Williamson**, a student from Bromley, Kent. He started playing with an Atari in 1979, and hasn't stopped since! He prefers space and adventure games, the faster the better.

Junior games are tried out on the group's younger brothers and sisters – but usually only after the older ones have tried them out first. Just to make sure they're not too difficult, you understand!

Our reviewers are mainly south-east based, and we would like to spread the net wider. If you have one of the systems we cover and would like to be considered for inclusion on our panel why don't you write to us? Tell us about you and your equipment, and we'll see what we can do.

GETTING INTO VIDEO GAMING

New gamers – and parents of young games fans! – should find this a useful introduction to how it all started, and to what's going on today in the world of TV gaming.

How it all began

In the 1950s and 60s computers were huge machines needing plenty of room, masses of power, and air conditioning to stop them from overheating. Most of these giants were still little if any better than today's microcomputers. They needed a full time staff to operate, and because they were so expensive they were often run day and night to get maximum value.

Video gaming was really born in the wee small hours of lonely mornings when bored operators tried to extract some entertainment from their only companions, the computers. Word games were first, followed by story games, which have grown into today's 'role-playing' Adventure games.

Many computers were used for military research, so sometimes related to tracking blips on a screen. Inspired by this, a space game was developed by Steve Russell in 1961 to demonstrate the capabilities of a new computer, although at $120,000 for each machine it wasn't available to many people. But the game started others thinking.

Its use of real time interaction – that is, the computer was fast enough to make its calculations as you moved a controller and alter the screen almost immediately – was new and exciting.

The arrival of 'Pong'

The real breakthrough came in 1972 when an American, Nolan Bushnell, developed a game which gave the player control of a 'bat' with which he could hit a 'ball' that was 'thrown' by the computer. He called it Pong. For a while nobody wanted to know, then he persuaded a bar in his hometown of Sunnyvale

California to try out the machine.

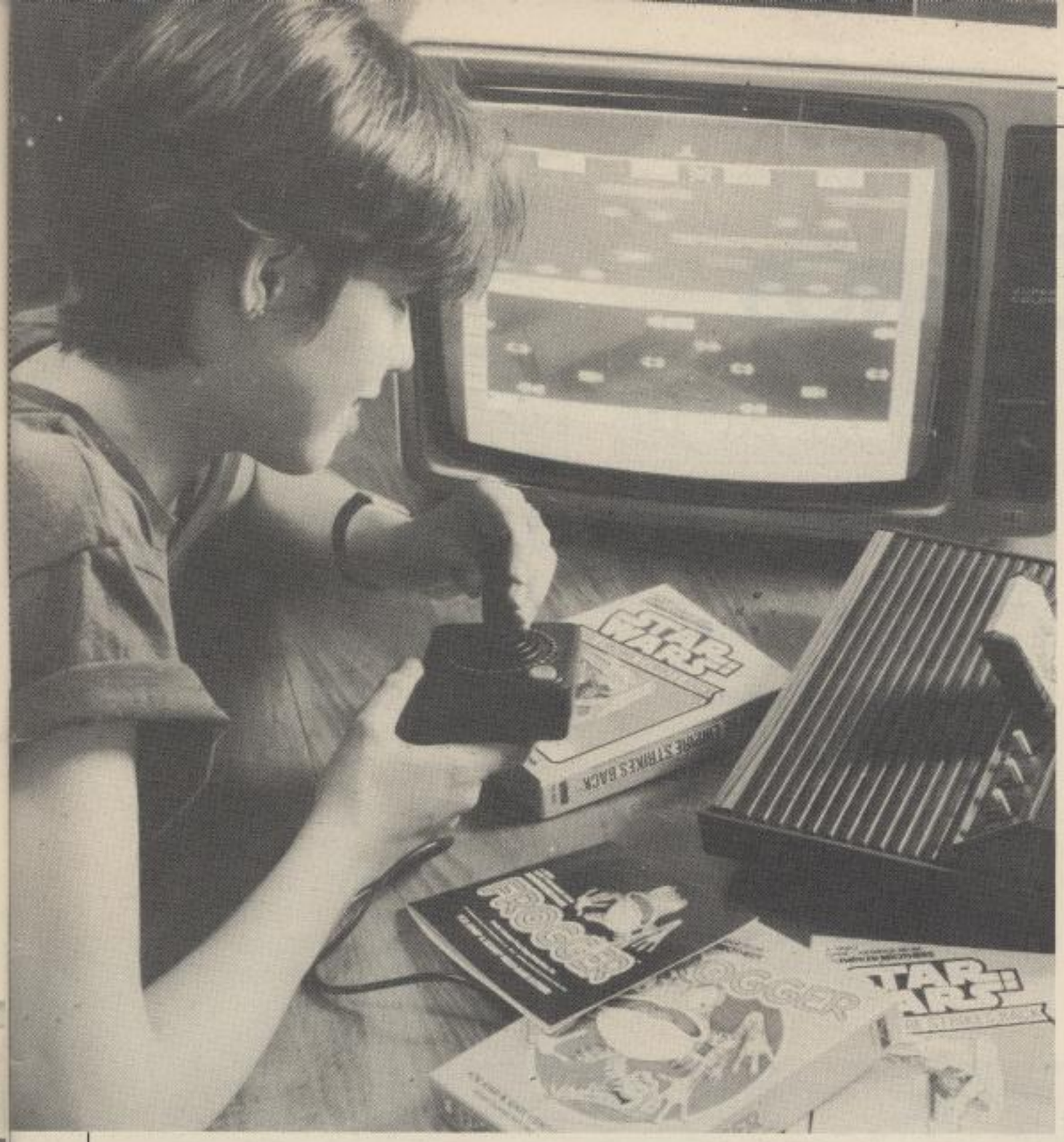
Within a few days the bar was on the phone telling him that his game had stopped working. He rushed over to see what had happened and discovered that the game itself was fine – it was the coinbox that was the trouble. It was so full that it had jammed and stopped the game working. That problem was soon fixed, and the successful Pong was launched on the world.

A few years later home versions began to appear, firstly in America and later over here. These early games were relatively crude, in black and white. Players had to stick overlays on their TV sets to show all the boundaries and other information that the computer couldn't generate for itself; without these overlays, it was sometimes difficult to tell some of the games apart. Nevertheless, nothing like this had ever been seen before by the public, and they sold in great numbers all over the world.

Atari pioneer their console

Atari were among these first pioneers, and introduced their now familiar console in 1978. This was one of the first 'programmable' consoles – the games themselves were contained in small removable cartridges. Now players could obtain new games without having to fork out for a complete new system, as they previously had to do.

Three systems dominated the gamers world in the late 1970s – Atari, Magnavox (the American brand name for Phillips) and Mattel. Atari produced the well known Atari console, Magnavox produced



Odyssey which later came to the UK as the G7000, and Mattel introduced their Intellivision. All three had removable cartridges, sound and, best of all, full colour.

Versions of some of the earlier games may still be found, and there are other cartridge based colour games systems available, but in this guide we have decided to concentrate on the most popular current systems.

Looking after your game

- An adult should always do the plugging in and setting up for younger children. The equipment works on mains electricity and should be treated as carefully as any other mains equipment.
- Their biggest hate is dampness – keep consoles and cartridges warm and dry and they will last for years.
- Remember that you should always switch your console off before inserting or removing a cartridge. It is possible to ruin the cartridge if you don't.
- Don't let your Atari, Intellivision or Coleco run without a game cartridge in it. This might damage the console.

Legal battle over cartridges

Atari dominated the market for so long that they have been attacked by other companies making games cartridges to fit their console. Atari took them to court, and it has taken some time for the smoke to clear. Despite Atari's best efforts, other companies have won the right to produce games to fit the Atari – the so-called 'compatible' cartridge. Activision and Imagic are the earliest, followed by Parker and a Hong Kong company, Spectravision.

Many other American companies have announced that they will produce compatible cartridges, some have actually done something about it, and a few have real products to show. Of those who have a product to sell, several have no plans to come to Britain until they have satisfied the American demand, and some of the others have financial or other problems.

There's a lot happening in America, but so far it hasn't spread over here yet. One trend that has arrived is that companies producing cartridges to fit the Atari realised that they could also manufacture them to fit other systems while they were about it. So now there are a number of Intellivision compatible cartridges on the market.

The idea works in reverse, too. Several people are developing adaptors to play Atari cartridges on small computers, and the new console from Coleco will have an adaptor for these cartridges as one of the first accessories. Then the manufacturers of controls realized there was a big market ripe for exploitation (the controls to fit a VCS would also fit the Atari computers and the Vic 20 computer). Suddenly there are a lot of new improved joysticks and other types of controller on the market.

Making the right choice

Will it fit?

ATARI 2600 will accept any cartridge listed as Atari or Atari compatible, and most of the new controllers.

INTELLIVISION will accept Intellivision and a very few compatible cartridges. It won't take other controllers, since its own are not removable.

CBS/COLECOVISION will accept any CBS Electronics cartridges and with the Atari adaptor will accept all those for that system, too. The controllers are removable, but it's too soon to recommend any alternatives.

VECTREX will accept only Vectrex cartridges from MB Games. It works on a totally different system to the others, and it's unlikely that there will be either a converter for other games or that anyone else will make games for this system.

Will it work?

If you buy your games console and cartridge from reputable shops or mail order companies in this country, you should have no problem. However, there are a number of differences between the TV systems in different countries – particularly between Britain and the United States. Games or cartridges bought in US will not usually work here. At best, you will get a picture with poor colour, at worst you may get a continual rolling of the picture. If the game you are thinking of buying isn't in our listings and you have never heard of the manufacturer, make sure that the cartridge is PAL (the system we use in Britain). If you do run into this kind of trouble, why not write and tell us about it?□

YOUR GUIDE TO THE REVIEW LISTINGS

The software review listings for each system are alphabetical, with 'previews' and new releases clearly marked. As well as a write-up of the game's quality, there are a few important things you need to know about a cartridge before spending your money on it. We've condensed all the major details under the heading for each game.

NEW! NEW! NEW!

This shows that the cartridge has been released during the last few months or is due for release during the life of this issue of TV Gamer. Sometimes manufacturers change their minds when it's just too late for us to do anything about it, and new games may not be on sale in all areas at the same time. Try checking with your local shop if you need further information about a release date.

Within each system we've starred the best of each type of game. They're the ones we think a keen gamer would wish to look at first – and if we've missed your favourite, why not write in and tell us? We've taken into account the limitations of each system, so that even if a game is made in versions to fit several systems, it isn't necessarily starred in all of them. We won't recommend something that we haven't tried out ourselves, and new games won't get starred just because they're new – they have got to be amongst the best of their kind.

TITLE We list the latest name, and mention any previous name. Fortunately, few games have changed their original names!

BRAND NAME The entry in the glossary at the end of the magazine will tell you more about the company who produced the game, and our Shop Guide will list a few shops where you can buy them. Well known brands are widely available; new brands may take some finding.

REFERENCE NUMBER if you should need it.

SPACE SPARTANS
3416 Mattel Electronics £29.95
1 single game
Needs Intellivoice £45.95
SCI FI SHOOT 'EM UP

PRICE We show the makers recommended price where we can get it, and our best guess where we can't. You may well find better prices if you hunt for them.

OPTIONAL EXTRAS Some cartridges require accessories which may be rather pricey. A fuller explanation will feature in the review text for the game.

NUMBER OF PLAYERS

- 1 One player against the game.
- 1+1 Two players, each taking turns.
- 2 Two players, playing the game together.
- 1 vs 1 Two players, playing each other, with the game simply keeping score and acting as referee.

Only Atari has enough sockets for three or four players at the same time, and not many of these games have been made.

GAME CATEGORY There are a number of categories based on the type of action the game offers. See the box on this page.

NUMBER OF VARIATIONS Many cartridges contain several different games, and include variations on the main theme. Generally speaking, this applied more to earlier games. Since all the early games had a relatively small size memory, if one features a lot of variations, then some of these are likely to be trivial. Recent games, as well as having larger memories, often have a random element so that although you have only one game the details change each time you play.

PREVIEWS Sometimes we don't get a chance to review a game properly before the magazine closes. In this case we will write the best description we can and follow it up with a 'new release' review in our next issue.

The game categories

ADVENTURE

Fantasy/role-play games in which you play a specific character who has a certain task to complete in order to win the game. This usually involves collecting objects along the way which will help you on your quest. Many games of this kind have a Dungeons and Dragons theme to them but this is not exclusively so. There are now games in this category based on popular films like Tron, Star Wars and ET.

CATCH 'N' SCORE

One of the smaller categories but nevertheless worth a mention. These are games whereby you have falling or moving objects coming at you and you must catch them in order to score points. The first of these was Activision's Kaboom.

CHILDREN'S

These are games with the young children in mind. The games are likely to be easier and will feature characters that younger gamers enjoy relating to.

CLASSICS

These are video games based on well known card games or boardgames such as chess. These tend to be less popular sellers (it usually works out cheaper to buy a chess set!) although they are useful for fans of a particular game who don't have a partner to play with.

COMBAT

Games which involve one or two players battling against something or someone other than in space. So this category includes tank and sea battles as well as gunfights and jousting.

DRIVING

Games which put you in front of the steering wheel and where the object is not to kill anyone but to avoid everything.

EDUCATIONAL

Cartridges in this category aren't designed just to entertain but also to teach the gamer something as well. Most of them are designed for children to improve their basic maths or spelling but there are a few available to teach other areas such as computer programming.

MAZE

There are now quite a number of games available that involve you running round a maze, gobbling things up (usually dots). This type of game has become even more popular since the arrival of Pac-Man.

MOVIE TIE-IN

The games in this category have been based on either a popular motion picture or a TV series. Parker started off the current trend with a game based on The Empire Strikes Back.

SCI-FI

By far the largest category because of the immense popularity of this kind of game. Any game that has a futuristic theme is considered in this group.

SHOOT 'EM UP

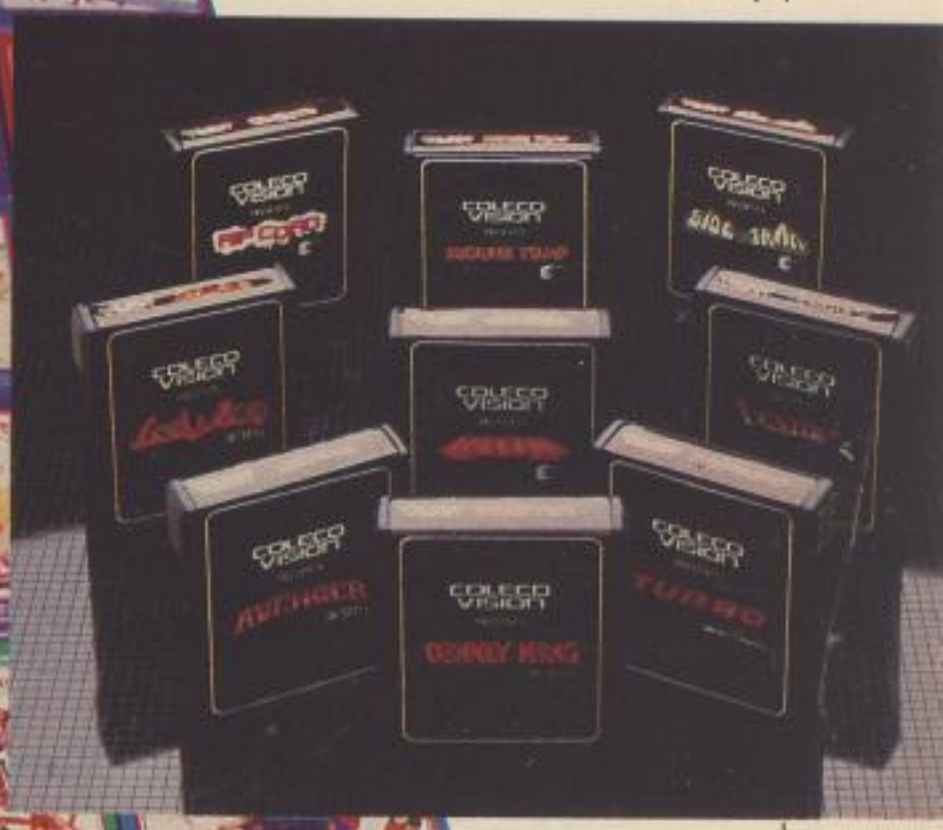
As the name suggests these sort of games involve you shooting at something or someone and scoring points for 'kills'. Most Sci-Fi games and all Combat games are Shoot 'em ups.

SKILL

This is our miscellaneous category for all the games that don't fit naturally into any of the other groups; all require a degree of dexterity.

SPORT

All the games based on genuine sports, like soccer or bowling. Mattel specialize in this type of game.



WHY GO ELSEWHERE

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VECTREX
A DIVISION OF MILTON BRADLEY LIMITED

Mattel Electronics
INTELLIVISION

ACTIVISION

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VECTREX

A new mini-arcade system with its own built-in screen

Vectrex is unique. It's not really a TV game at all – more a miniature arcade machine. For one thing, it's complete with its own built-in video screen. For another, it doesn't even *work* like any other TV game.

But let's start at the beginning.

The Vectrex is a plain looking, up-ended plastic box with a screen at the front and a computer for a heart. By building the screen into the box containing the computer the designers have been able to escape from the limitations set by an ordinary TV set. Instead, the screen is directly under the control of the computer. The difference in quality and performance is fantastic.

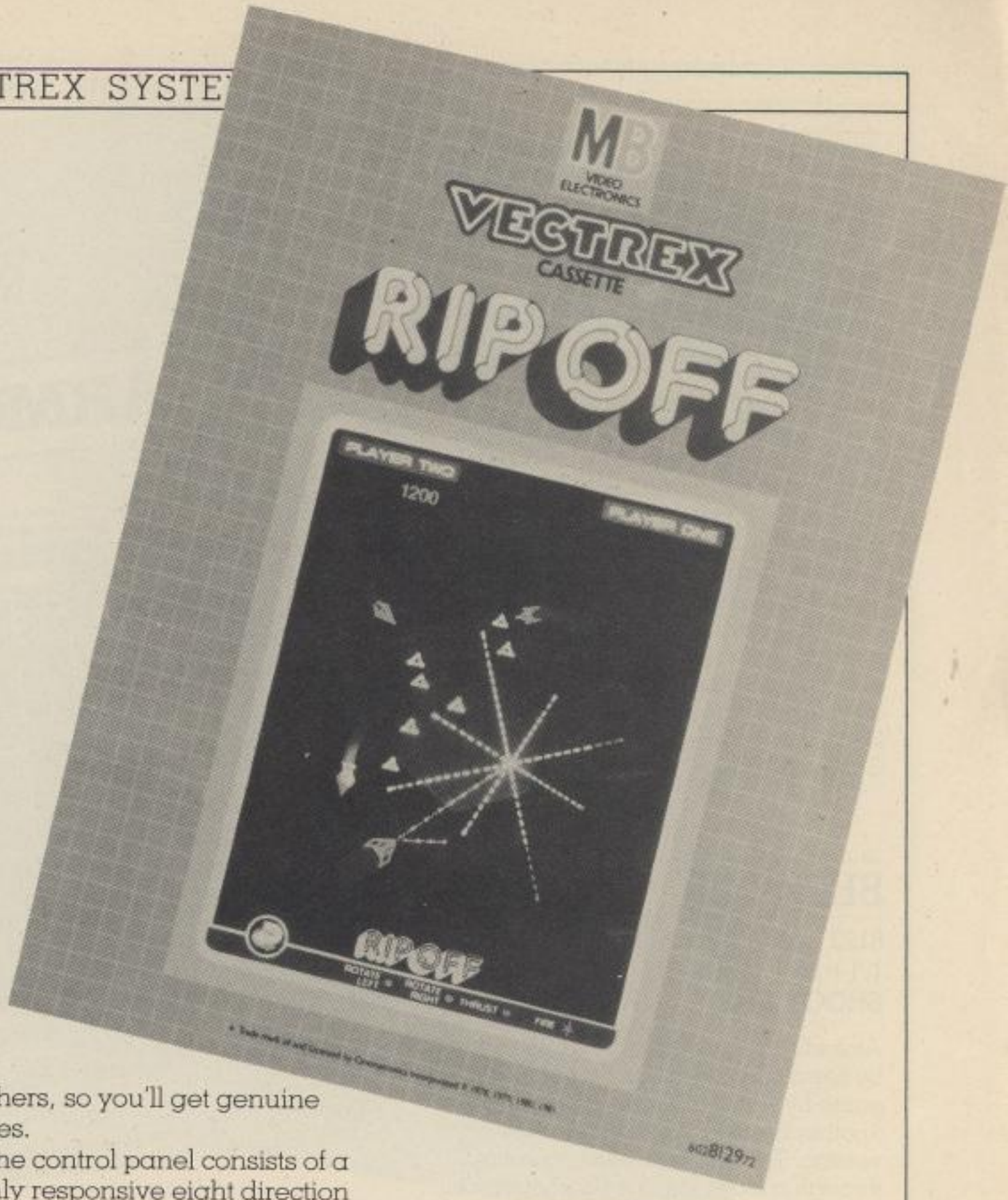
Ordinary TV sets 'paint' their picture in the form of horizontal lines, faster than the eye can see.

50 complete screenfuls every second, in fact. Fine for TV pictures, but not very fast in computer terms, especially when the computer is moving lots of things around the screen at the same time. Another problem is straight lines and edges. Ordinary TV games make up their pictures by using little coloured rectangles called 'pixels'. It's rather like colouring in a pattern on a sheet of graph paper or a child building with toy bricks. Vertical and horizontal lines are straight, but diagonals look like flights of stairs. Vectrex, however, finds the start and finish of each line, and simply draws a straight line between them, whatever the angle.

Nor does the electron beam have to waste time covering the whole of the screen for each picture. It only goes where it's needed, under direct computer control, so it's considerably faster, too. This is the way many full size coin-op arcade games work.

The Vectrex display is superior to a TV set in some ways, but it loses out in others. The display is in black and white, although most people don't even notice this after the first few moments – the action is so fast that you're too busy to care. There's a coloured overlay with each game to create some colour, and this gives a sufficiently lively effect.

By being a different type of system Vectrex has obtained licences for some games which have already been released via other companies. And it is the natural system for arcade games which work the same way. This certainly gives Vectrex the advantage if you want your games as much like the real thing as possible. There's another bonus – the Vectrex uses the same sound producing chip as its coin-op big brothers, so you'll get genuine noises.



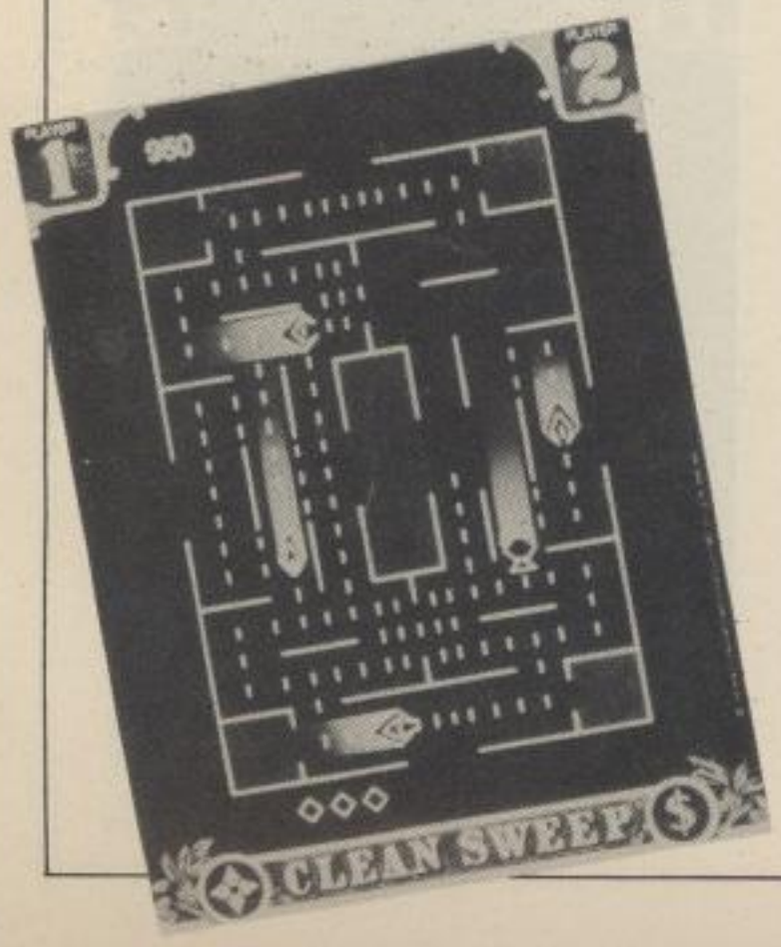
The control panel consists of a highly responsive eight direction joystick and four action buttons, which can be given separate jobs to do in different games. There's only one controller with the unit and it fits neatly under the screen when not in use. It's unpluggable should you need to send it away for repair or if someone produces an alternative, though this isn't likely. There's a spare socket for a second controller so that two players can operate together, but it'll cost you about £25.

That's all you can see – but what you can't is almost as important. The Vectrex has a powerful computer tucked away inside it, with a very large memory of 64k, bigger than any other game. Some of this is taken up by an inbuilt game called 'Minestorm', which is always available and can't get lost. When Vectrex say that a game is included, they really mean it! Other games come in cartridges as usual, and plug in to a slot as in other games.

Another hidden extra is the voice. It's built in already, and as soon as 'voice' cartridges are available you will be able to play them without the need to buy any extra accessories.

There will be extra attachments, however. No designer could be expected to leave the potential of such a powerful computer unexploited, and a number of bolt-on goodies are in development. This includes, of course, a keyboard.

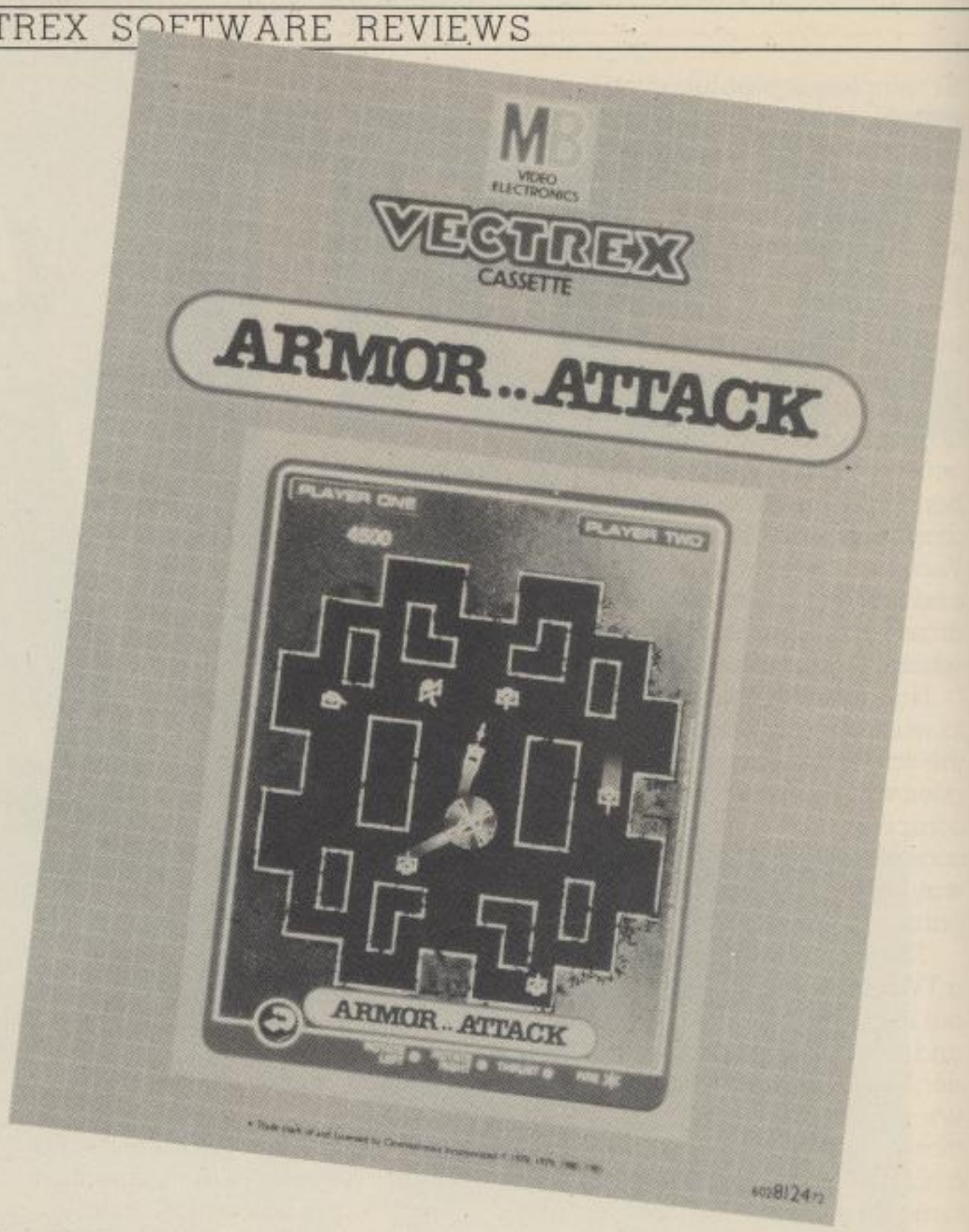
In short, Vectrex is a powerful self-contained system that won't need to monopolize the family telly, and which will play anywhere there's a power point. It's ideal for space and battle games, but not so good for 'cute' characters such as Pacman or Kong. The main attraction is the speed – it's very, very fast.



ARMOR ATTACK ☆

8124 MB Electronics £19.95
1,2 2 variations
COMBAT SHOOT 'EM UP

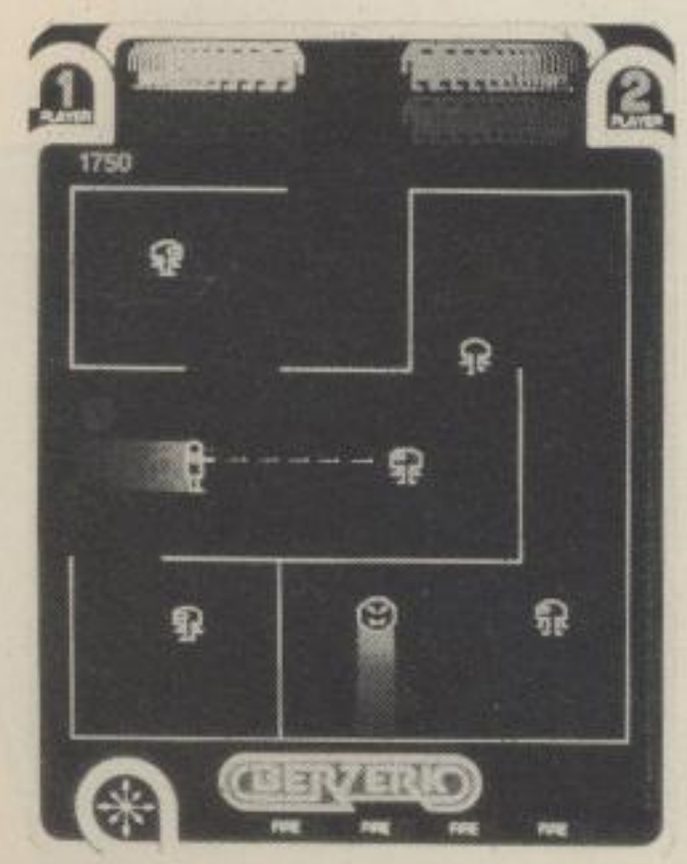
This is basically the Vectrex answer to Atari's Combat cartridge although it's been updated for the 80s. The enemy has overrun your city, most of your army has been slain, and you're alone in an armoured jeep equipped with missiles. The enemy tanks and helicopters have been alerted to your position and are on their way in groups of two, three, or more, with guns blazing. The two player version, which needs an additional £25 controller available from Vectrex stockists, is even better. In this you are pitted against the tanks and 'copters as a two man team with two jeeps. A must for all those who enjoyed playing Atari Combat.□



BERZERK

8123 MB Electronics £19.95
1,1+1 1 variation
SHOOT 'EM UP

Already a highly popular arcade game by Stern electronics, and a popular VCS game by Atari, MB now hope to create another bestseller with the Vectrex version. The idea is to blast your way through a maze full of robots before Evil Otto, a menacing-looking beach ball, bounces you to death. Like Scramble, Berzerk translates surprisingly well from being a Rasterscan game with the exception of Evil Otto, who doesn't quite look right being made up of straight lines. Despite this minor quibble the game itself is highly enjoyable and it should please all fans of the arcade game who were a little disappointed with the VCS version.□



Berzerk

BLITZ

8131 MB Electronics £19.95
1,2 1 variation
SPORT

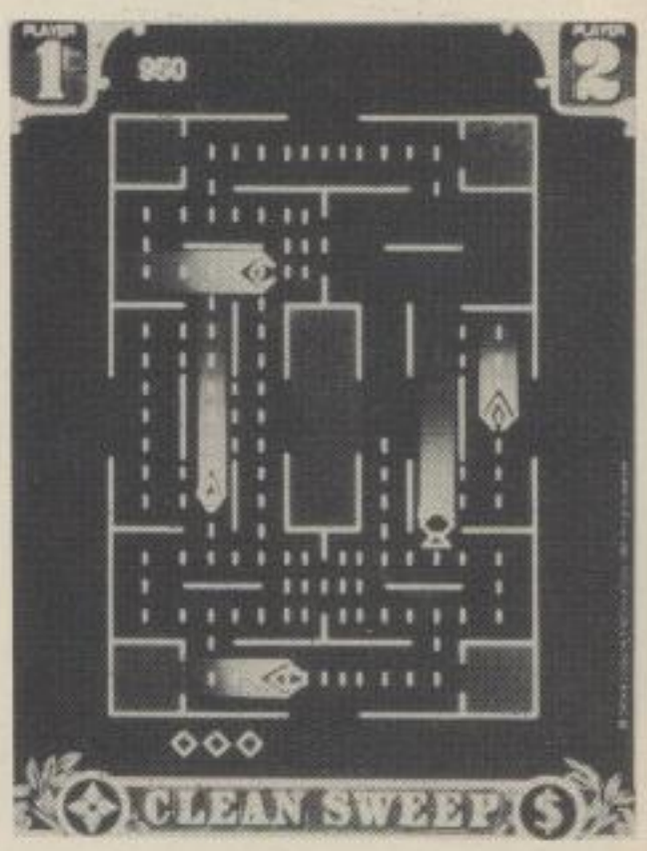
This is the first sports game to come from the programmers at Vectrex. A simulation of American football, it needs an additional £25 controller for two player variations. A rather disappointing simulation as the two teams are represented by 'X's and 'O's, not by actual figures. If you're not a US Football addict, this game won't really appeal, but all fans will find it pleasing. The cartridge features an extremely challenging one player version.□

CLEAN SWEEP ☆

8122 MB Electronics £19.95
1,1+1 2 variations
MAZE

One of the main disadvantages of the Vectrex is the fact that Pac-Man type maze games are very tricky to bring off using Vectorscan graphics, which is why arcade hits like Pac-Man and Donkey Kong use Raster graphics. However, Clean Sweep sets out to break this tradition. The maze is set inside a bank vault and you're a vacuum cleaner sucking up all the money scattered around the vault. As you can't suck it all up in one go, you have to unload every so often in the centre of the screen. Vicious Pincers come after you but you can fight back at them by going into one of the energy rooms positioned in each corner.

A fairly successful attempt at a maze game using Vector graphics, the first of its kind in fact, either in the home or arcade.□

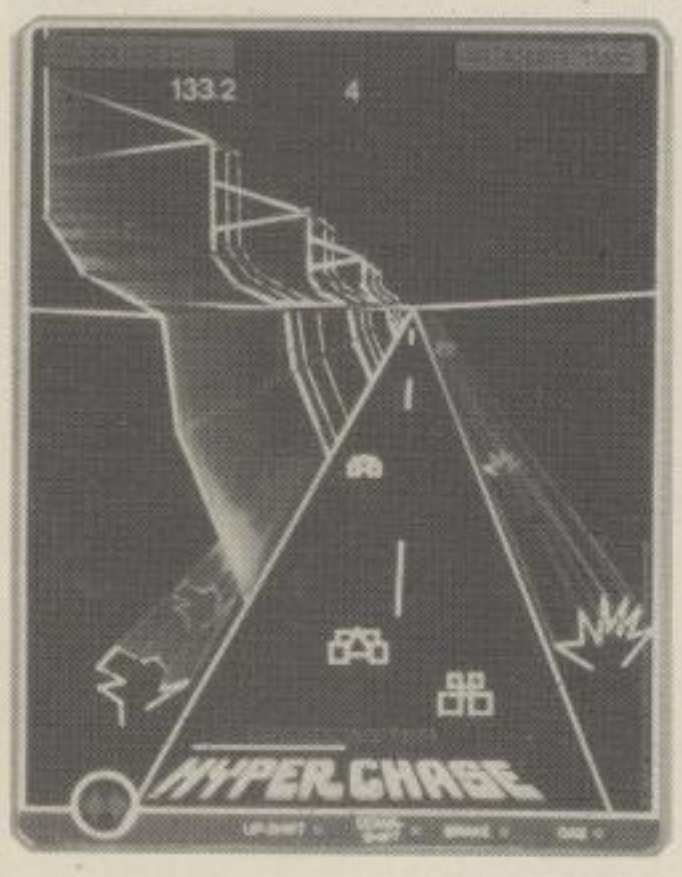


Clean sweep

COSMIC CHASM

8126 MB Electronics £19.95
1,1+1 1 variation
SPACE ROLE PLAYING

The object of this game is to blow up as many planets as you can before you lose all five of your lives. You are first confronted with a map of the interior of the planet, showing all the underground tunnels and rooms leading to the central core. You must reach this core and destroy it with a bomb in order to go on to the next planet. You only see this map for three seconds so you must be quick to plot the most direct route, otherwise you won't make it back before the bomb explodes. In each of the rooms leading to the core is an expanding centre which gets bigger the longer you take passing through. You are also faced with a group of drones hellbent on your destruction. This is certainly one of the most challenging and exciting Vectrex space games around.□



Hyperchase

HYPERCHASE

8128 MB Electronics £19.95
1,1+1 2 variations
SPORTS

Hyperchase is the Vectrex equivalent to Atari's Night Driver and Coleco's Turbo. You are in the driving seat of a racing-car, pitted against winding roads and other cars. The only real problem with this game to start with is the over-responsiveness of the joystick, which only needs the most delicate of twiddles to send the car across to the other side of the road. As with Turbo the scene changes throughout the game. As the angle of the road alters too, steering requires skill. Some nice graphic touches are used and the sound effects of third and fourth gear are quite convincing. On the whole an absorbing game, although Vector graphics are less realistic than Raster graphics on car games.□

MINESTORM

MB Electronics included in console
1,1+1 1 variation
SPACE SHOOT 'EM UP

This is the game built in to the Vectrex console and is very similar to the arcade version of Asteroids. Your ship starts off in the centre of the screen and your task is to destroy a number of objects that are bombarding you. The control is much the same as the arcade version except that a joystick replaces the rotate buttons. Each time you clear one sheet of mines, you are sent to the next, with the mines increasing in number and difficulty. Great skill is needed to get beyond level seven or so. Both challenging and impressive to look at, this is to date probably the best game to come with a console. A game that should have long lasting appeal.□

RIP OFF

8129 MB Electronics £19.95
1,2 1 variation
SPACE SHOOT 'EM UP

Another coin-op translation, but one of the better ones. You are guarding a cluster of valuables that the local space pirates want desperately and will stop at nothing to obtain. The pirates will sneak in, pick one up and try to sneak off with it and then come back for more. You don't lose lives as such, but the game ends when all the containers have been swiped. A nice fast game with good graphics and sound but it doesn't have quite the same appeal as Scramble or Cosmic Chasm.□

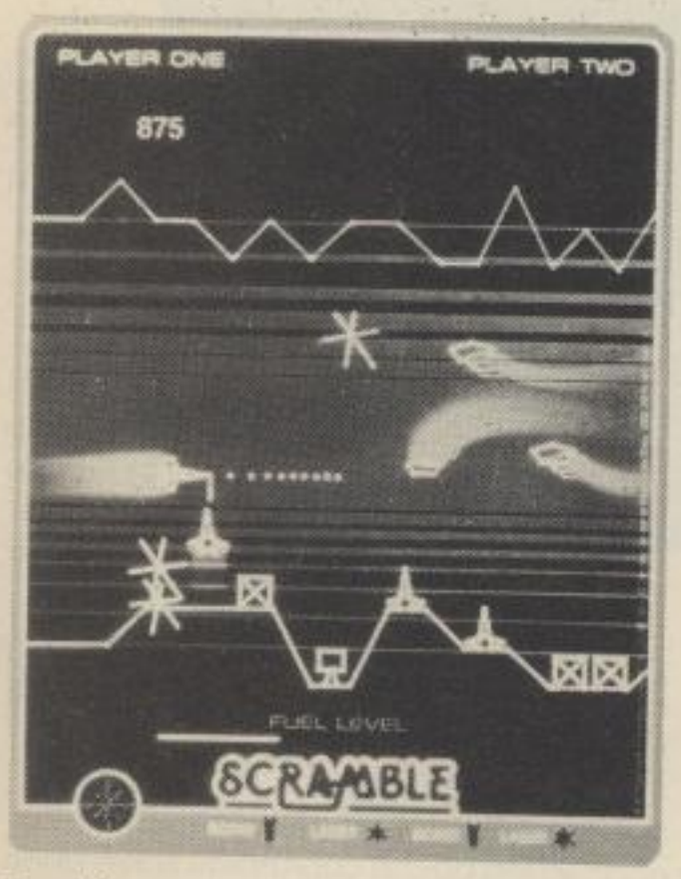
Rip Off

SCRAMBLE ☆

8129 MB Electronics £19.95
SPACE SHOOT 'EM UP

Named as the best Mini Arcade Videogame cartridge of 1982 by the US Electronic Games Magazine, Scramble is a faithful reproduction of the popular arcade game of the same name. It differs only in being a Vectorscan, rather than a Rasterscan, game.

The aim is to shoot and bomb as many missiles, fuel tanks and camps as possible whilst you are on your way to the enemy HQ. There are five different phases to complete before you reach it, all posing very different problems. Destroying the HQ is by no means easy but can be done if you're skilful. This is by far the best game in this category around at the moment and it is the first cartridge you should buy if you're getting or already have a Vectrex.□



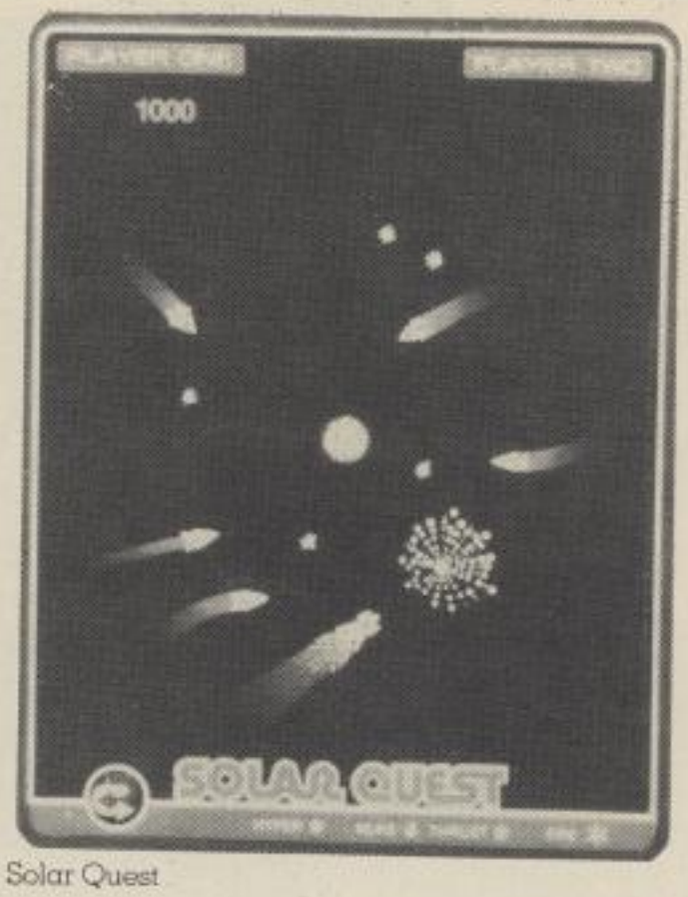
Scramble

SOLAR QUEST ☆

8121 MB Electronics £19.95
1,1+1 1 variation
SPACE SHOOT 'EM UP

A space game which, refreshingly, involves a lot more than simply shooting everything in sight. Set in space, with a sun in the centre which can destroy you on impact, you control a highly responsive Starfighter with which you must destroy all enemy craft. Once you destroy an enemy ship a small life pod remains. Picking this up is a great boost for your score. Your task is made more difficult by the fact that the pods drift helplessly towards the sun, plus the fact that there are other baddies to avoid.

Success requires complete mastery of the controls of your craft, as skilful manoeuvring can mean the difference between life and death. Certainly one of the better space games available for the Vectrex.□



Solar Quest

SPACE WARS

8130 MB Electronics £19.95
1,2 1 variation
SPACE SHOOT 'EM UP

This game is based on the popular Cinematronics arcade game which in turn was based on one of the games to be played on a Mainframe computer back in the mid 60s. The game is a straightforward battle in space played between you and the computer or a human opponent.

The usual basic controls are there – fire, thrust and of course hyperspace. The game is a winner in terms of realism – for instance you have limited laser and fuel supplies and glancing hits will only knock bits off your craft, not destroy it outright. The other plus is that the version played against the computer is very challenging indeed, even on game one. Altogether a highly enjoyable game and definitely one to add to your game library.□

Space Wars

STAR HAWK

8127 MB Electronics £19.95
1,2 1 variation
SPACE SHOOT 'EM UP

A simple game for those who don't want to tax their brains. The object is just to shoot everything in sight. You don't even have to worry about getting blown up by enemy fire, as there isn't any. The game is played on a time basis; you are given 60 seconds and an additional 20 for every ten thousand points you score. The setting and the shape of the enemy ships are remarkably close to those in the film Star Wars so the game will obviously appeal to any young Star War fans.□

Star Hawk

STAR TREK – THE GAME

8125 MB Electronics £19.95
1,1+1 1 variation
SPACE SHOOT 'EM UP

This is a game for all Trekkies and Star Raiders fans. Your task is to battle your way through seven sectors of space to the Klingon Mothership, which can be destroyed only with a precise hit. On the way you are constantly assailed by enemy Klingons and Romulans. You have limited laser and energy supplies which need to be replenished by docking with your Starbase. You are helped, however, by the existence of a Black Hole, which can transport you safely to the final sector.

An addictive game, as players are always keen to improve on their last performance and push up their PB.□

WIN a VECTREX!

Here's your chance to win one of the amazing new Vectrex games, complete with two games cartridges – Scramble and Berzerk.

Since Vectrex comes with Mine Storm already built-in, the winner will have three exciting games to play there and then. Just plug in and play, anywhere there's a power point – your room, the spare room, or take the whole thing round to a friend's house. You don't need a TV, Vectrex has its own screen built-in.

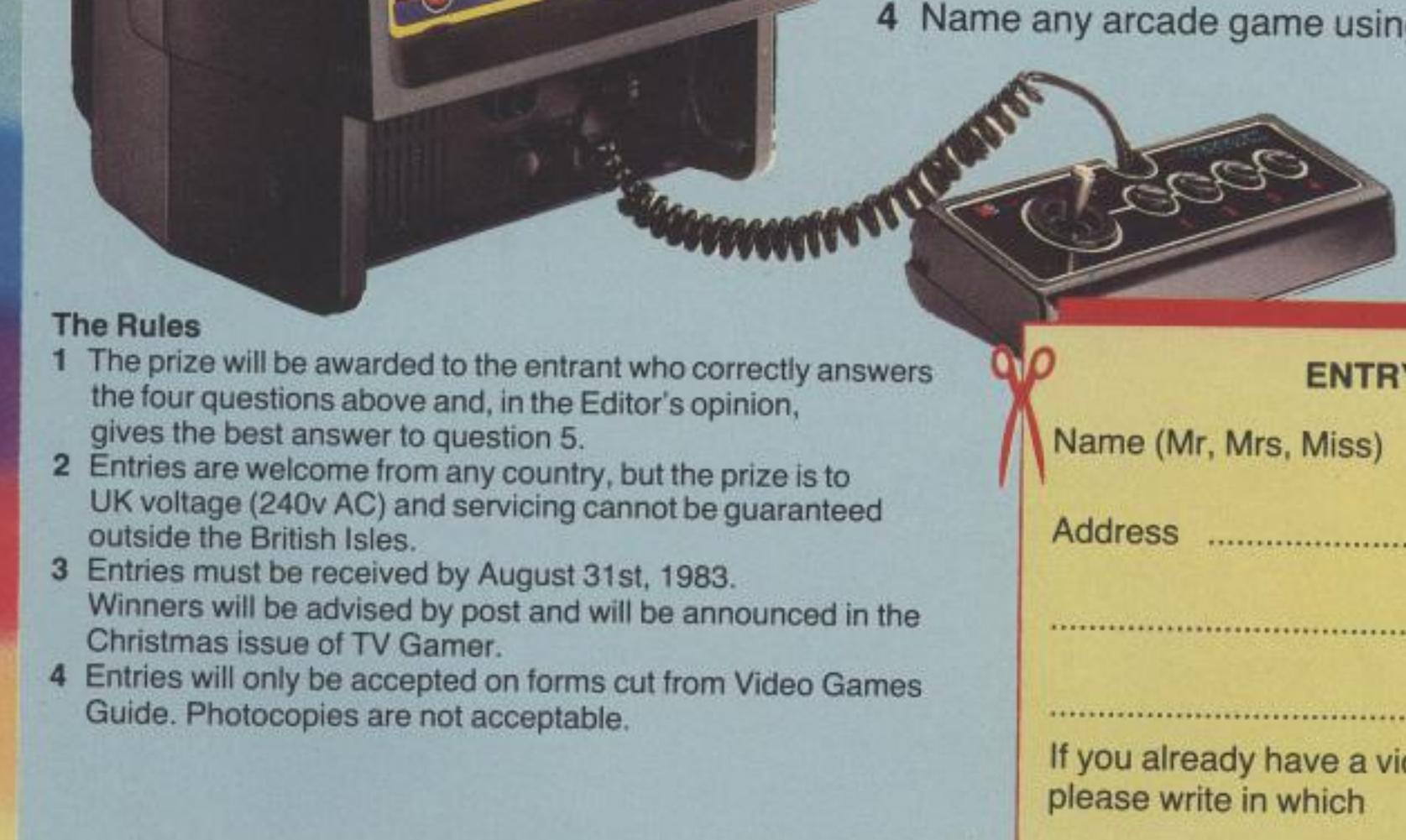
As you see from our system review, the screen picture is made in a different way on the Vectrex from ordinary TV pictures. We've used this difference as the basis of our competition. Below is an enlarged section of a Vectrex screen during a game. You are controlling the craft on the left. Find out what you are heading for by plotting the following points, using the printed scales: E5, N4, V1, R5, V9, N6. Join the points in the order you have plotted them, and joint the first to the last. Now answer these questions for your chance to win:

1 What game are you playing? (A quick glance at our reviews of all the Vectrex games may help here.)

2 If you are moving from left to right, what action should you take to avoid collision?

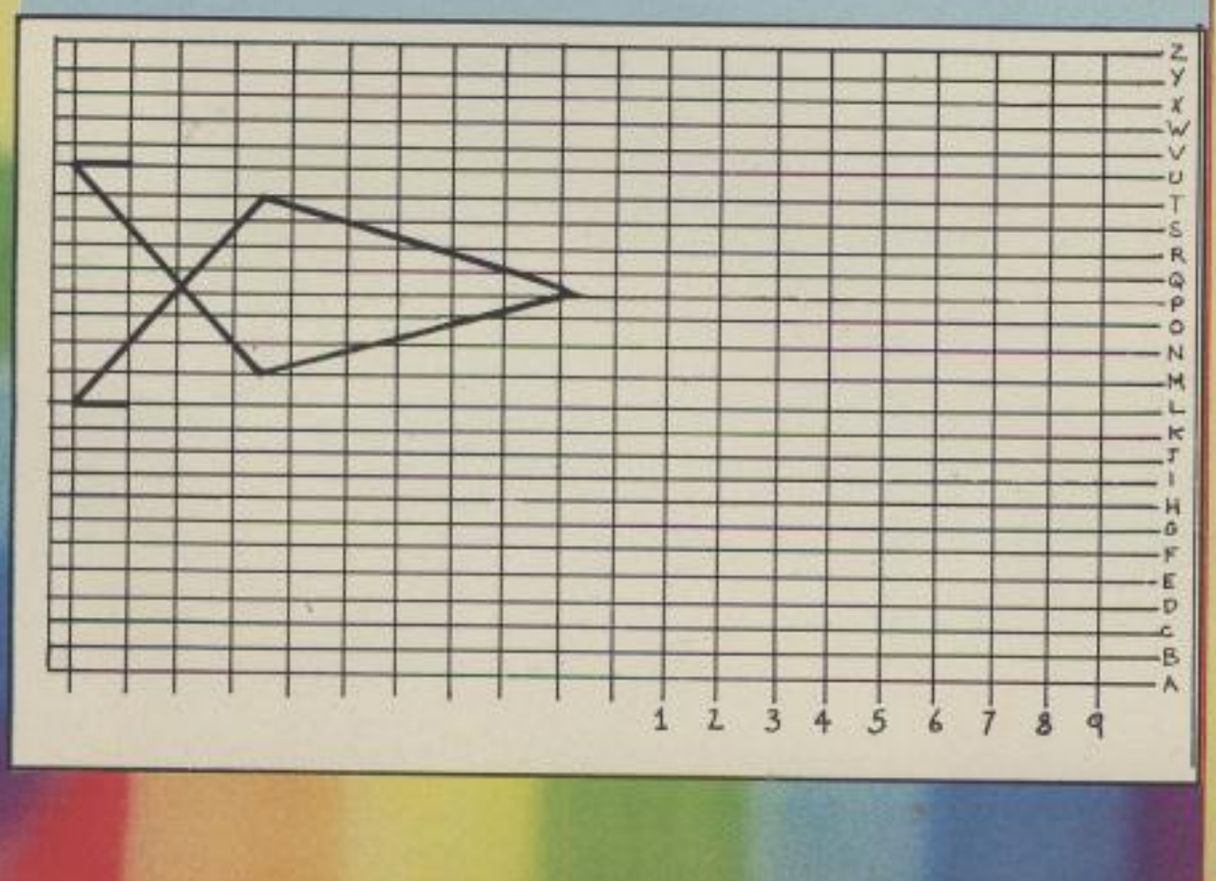
3 Once you had bought a Vectrex, how much extra would this game cost you?

4 Name any arcade game using vector graphics.



The Rules

1 The prize will be awarded to the entrant who correctly answers the four questions above and, in the Editor's opinion, gives the best answer to question 5.
2 Entries are welcome from any country, but the prize is to UK voltage (240v AC) and servicing cannot be guaranteed outside the British Isles.
3 Entries must be received by August 31st, 1983. Winners will be advised by post and will be announced in the Christmas issue of TV Gamer.
4 Entries will only be accepted on forms cut from Video Games Guide. Photocopies are not acceptable.



ENTRY COUPON

Name (Mr, Mrs, Miss) .....

Address .....

.....

.....

If you already have a video games system, please write in which

.....

1 .....

2 .....

3 .....

4 .....

5 What are the advantages and disadvantages of the Vectrex's built-in screen?

.....

.....

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ATARI

2600 (VCS)

The biggest selling home games system

The grandaddy of them all is the Atari Video Computer System or the VCS for short. It's now been retitled the 2600 since its successor, the 5200, is being launched soon (more about that in future issues).

The VCS was launched back in 1978 with just a handful of cartridges, most of which were relations of the early arcade game Pong. The Atari VCS is still very much alive and kicking. Well over 12 million consoles have been sold worldwide, and it is the only system to have over a hundred game cartridges to its credit.

It may be the biggest, but does that mean it's the best? Well, it depends what sort of games you like. The choice of cartridges is very wide. Atari themselves have many licences for famous arcade games such as Space Invaders, Asteroids, Pac-Man and Vanguard.

Some pioneer programmers left Atari in 1980 and set up their own companies to make games cartridges for the Atari system. As they began to achieve success, others jumped on the bandwagon. The wide variety of people producing cartridges has resulted in a vast range of games to choose from today for the VCS. Even other manufacturers, such as Mattel and Colecovision are beginning to make games in VCS format as well as their own.

It also has price in its favour as it is the cheapest system we are covering.

However, the VCS does have disadvantages. For a start it uses 1977 technology which electronically is antique. It has a very limited memory capacity of 4k. Admittedly programmers in the past have found ways of boosting the memory to just over 6k, but this causes flickering as only half the lines on the screen are being displayed at any one time.

The console itself, made of matt black and woodgrain finish plastic,

has not changed in design since 1978. The controllers are interchangeable but it comes complete with a pair of joysticks and paddles which cater for most games. Keyboards are also available at £13.95 a pair. These are required for some games, as indicated in our cartridge reviews.

The console has a pair of difficulty switches which are very useful if there are two gamers of different abilities playing, or if Dad wants a chance of beating his kids! The difficulty switches act as a handicap making the game more difficult for either or both players, or they can be used to make the game more challenging for someone who has already mastered it quite well.

There is also a black and white/colour selector switch for those who have monochrome televisions.

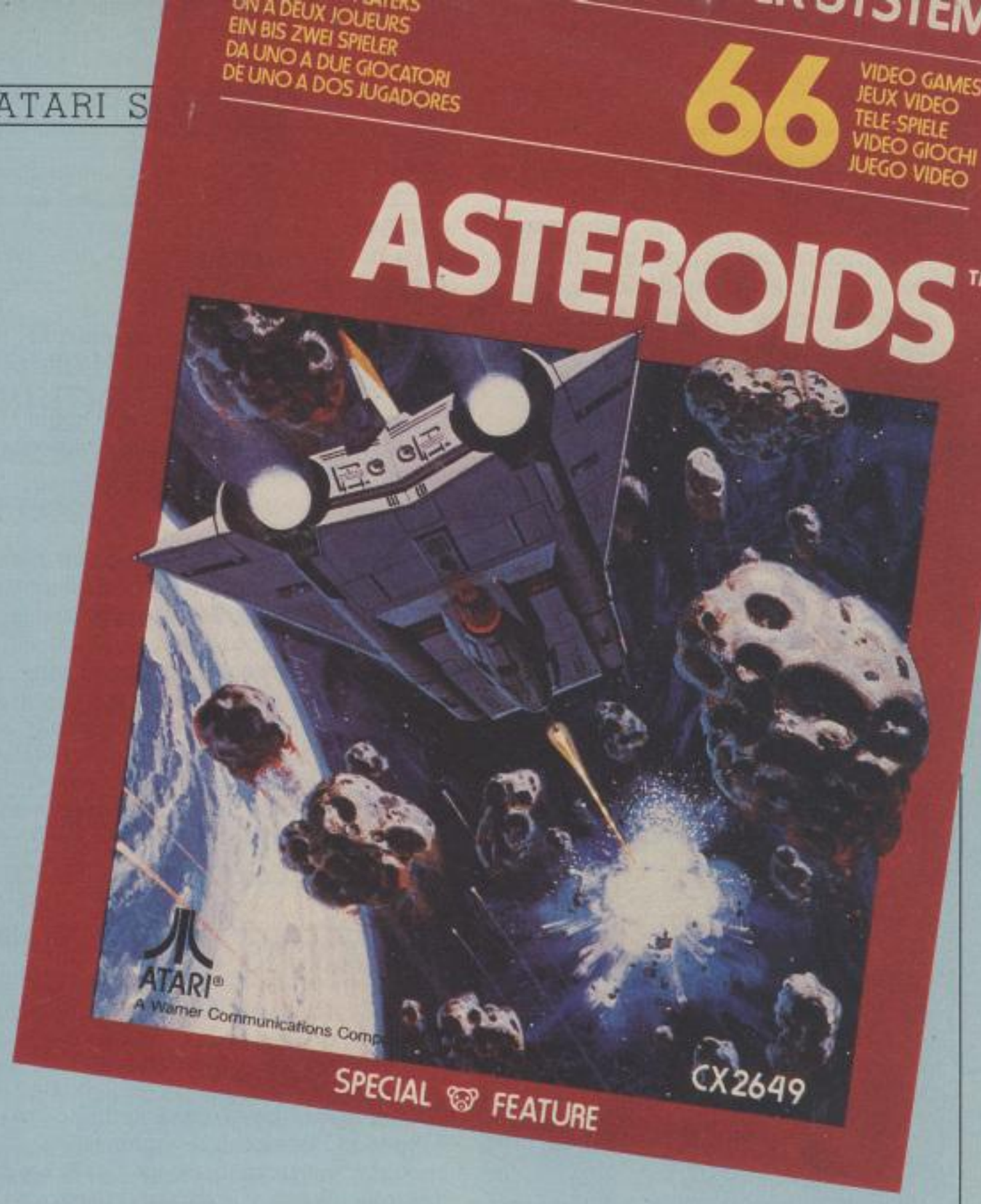
Despite its age the VCS still has a lot of life left in it. Indeed, it has really grown up into a system rather than just a game. Anyone who has had an Atari for a while will have spent more money on cartridges than on the game itself, particularly at today's prices, with the console costing some £50 less than it did when it was first launched.

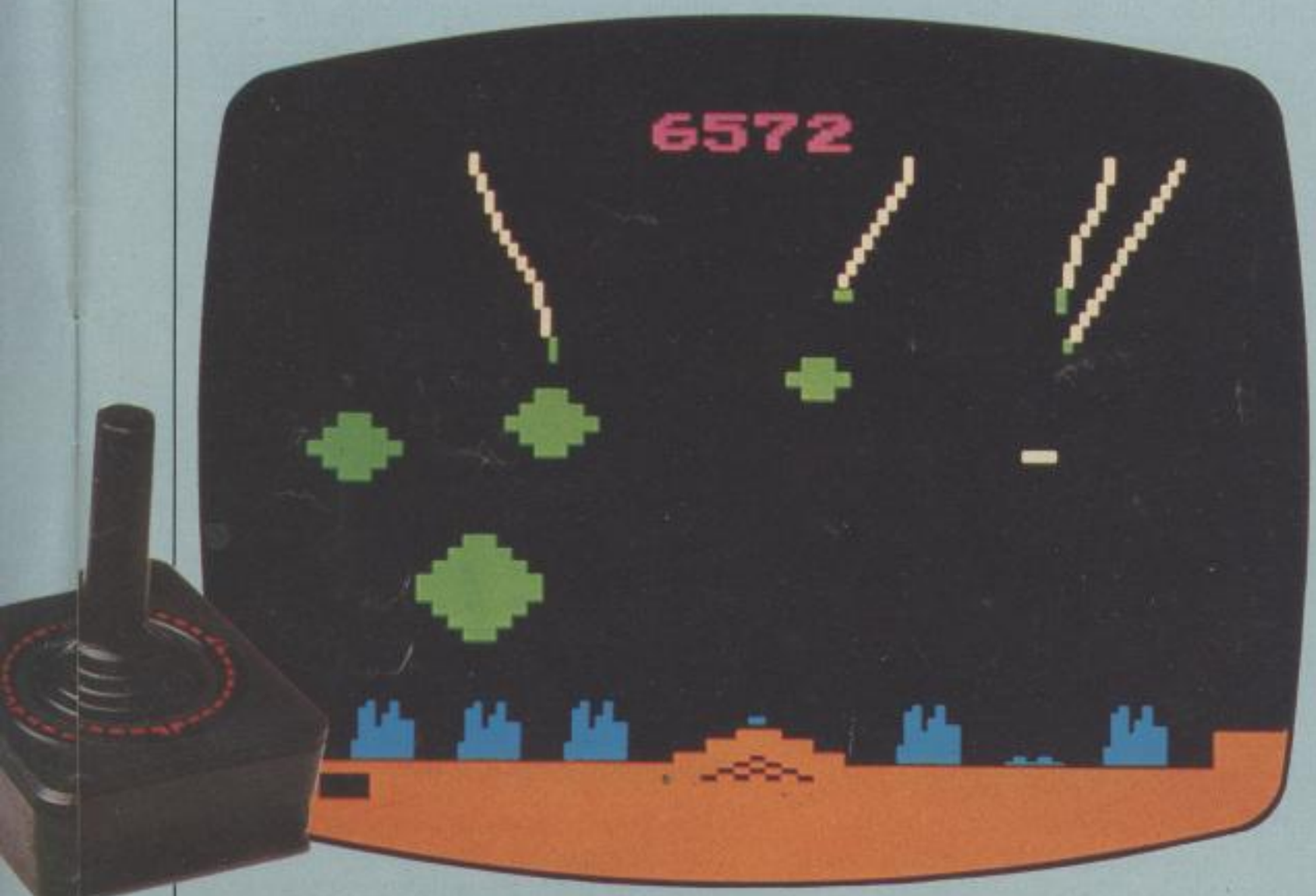
This is the reason why both Intellivision and Colecovision are introducing accessories to enable their machines to play Atari game cartridges. Of course, you will still get the same game, since the quality of the picture and sound is limited by the cartridge. But it does mean that someone seeking better graphics and sound could change onto one of these other systems without abandoning their collection of favourite games. Atari, of course, are concerned about this and will shortly introduce a successor to the VCS. Called the 5200, it has a much greater memory and superior graphics and sound.

Many other interesting developments are under way in America, including typewriter keyboards which plug into an Atari and turn it in to a computer (or, to be more accurate, allow you to get access to the computer that's been in there all the time).

Another development, and one which could have far-reaching results, is an adaptor which plugs into the cartridge slot of a VCS and allows games to be played from ordinary audio tape cassettes, as used by most small home computers.

There are several more cartridge producers in America who haven't launched their products over here yet, with some big names such as Twentieth Century Fox, Sega and US Games. One accessory which will be much in evidence is controllers – particularly joysticks. The Atari joystick is a very functional item, and it has been adopted by some small computer producers. However, it was designed in 1977, and it has only one button. Some games need more and a number of compatible joysticks with a variety of additional features are on the way.□





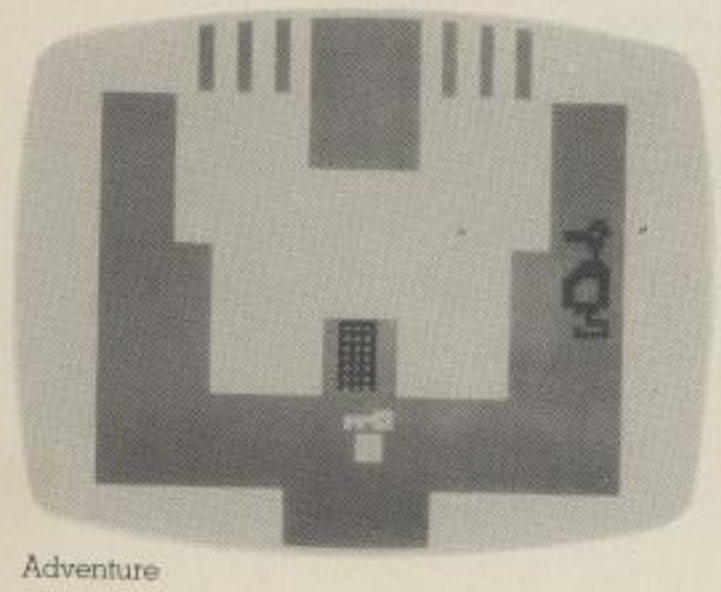
● All games use joysticks except where noted. Paddles give you horizontal control only, whereas joysticks allow movement all over the screen. Both joysticks and paddles come with the Atari console.

ADVENTURE ☆

CX2613 Atari £18.95
1 3 variations
VCS ADVENTURE

Based loosely on Dungeons & Dragons (the board game, not the Intellivision game) the idea is to retrieve the Magical Chalice from the clutches of the three evil dragons, Grindle, Yordle and Rhindle. To do this you must work your way through mazes, catacombs and the Black and White Kingdoms, to pick up the objects that will help you retrieve the Chalice and put it in its rightful place in the Gold Kingdom.

This game is arguably one of the best role-playing games to come from Atari.□



Adventure

AIR SEA BATTLE

CX2602 Atari £19.99
1,2 27 variations
COMBAT

Opens with a 'shooting gallery' sequence, where you fire at planes and ducks. This cartridge also includes straightforward plane vs sub variations for two players. All in all a value for money game.□

AMIDAR

931504 Parker Brothers £29.95
1+1 6 variations
MAZE

This is definitely a game with a very weird theme. The idea is to move your gorilla around a maze painting the squares around you as you go, whilst avoiding pygmy guards. The guards turn into chickens if you paint into all four corners. If you survive the first wave, you become a paint roller and the guards become pigs. Well, we did say it was weird.□

ASTEROIDS

CX2649 Atari £24.99
1,1+1 66 variations
SCI FI SHOOT 'EM UP

One of Atari's all time best sellers and one of the first to use an 8k ROM instead of the conventional 2k or 4k.

The game play is very similar to the enormously successful coin-op original. However, the graphics and sound, although quite good, are not up to coin-op standards.

This is because the arcade game uses a different type of screen and a different graphics process called Vectorscan (although Atari use the name Quadrascan for some reason). It's you vs an Asteroid field and a bunch of satellites and UFOs (nicknamed Wally and Beaver by the Atari Programmers). In short a very nice game but devoted fans of the coin-op may be better off with a Vectrex.□

ATLANTIS

1A3203 Imagic £27.95
1,1v1 4 variations
SCI FI SHOOT 'EM UP

You have now been appointed Head of Atlantean Defence and your mission, should you choose to accept it, is to keep this fabled lost city from being destroyed by the treacherous Gorgons. Your armaments consist of three high powered laser cannons all aimed at the top centre of the screen. The Gorgon craft make several overhead passes before they're low enough to use their pile-driver laser to destroy a part of the great underwater city. This is one of the few games around that has a direct sequel continuing the story, so you can find out what happens to the small band of survivors who escape in the saucer at the end of the game (see Cosmic Ark).□

BACKGAMMON

CX2617 Atari £18.95
1,1v1 8 levels
CLASSIC

A reasonable version of the popular board game with a fairly challenging one player version.□

BARNSTORMING

AX013 Activision £24.95
1 5 variations
SKILL

The title doesn't mean much on this side of the Atlantic, but in fact the term barnstorming refers to the early American pilots who flew their bi-planes in the 1920s. They used to fly around the country and land at a farm, offering the family free rides in return for a night's lodging in their barn – hence the term barnstorming. The game itself requires the gamer to fly over weather vanes and through barns, avoiding collisions with them and with the flocks of birds that fly overhead. You must fly through a specified number of barns (that varies according to the game variation). Some very nice graphics are used, but the game could perhaps become boring after a while.□

BASIC MATHS

CX2661 Atari £14.95
8 variations
EDUCATIONAL

In this game a problem is displayed on the screen for you to solve. After answering ten problems, you are given your score. An early game now showing its age. Replaced by Math Gran Prix.□

BASIC PROGRAMMING

CX2620 Atari £18.95
1 single game
needs keyboards £13.95
EDUCATIONAL

This cartridge is designed to teach you the rudiments of computer programming in BASIC (Beginners All-purpose Symbolic Instruction Code). But put together the price of the cartridge and the controllers and you could almost buy a computer designed specially for the job.□

BASKETBALL

CX2624 Atari £14.99
1,1v1 2 variations
SPORT

One of the first games to introduce a playing court with a 3-D perspective view. There are only two competitors to a court – you can play against an opponent or the computer.□

BERZERK ☆

CX2650 Atari £29.99
1,1+1 12 variations
MAZE SHOOT 'EM UP

Based on the popular arcade game by Stern Electronics. The idea is to work your way through as many of the simple

mazes as you can before the robots that inhabit them shoot you down or drive you into a maze wall, either of which will prove lethal. You are armed with a laser and to score points you must shoot down the robot guards that stand in your path. That sounds easy, but you are only given limited time before Evil Otto (a sort of rogue Pac-Man) comes bouncing in to squash you flat. Don't let his smiling face fool you – he's quite a formidable opponent as he can bounce over walls and is impervious to your Laser fire. All in all a very good game and quite a successful coin-op/VCS translation.□

BOWLING

CX2628 Atari £18.95
1,1+1 6 variations
SPORT

Among the best of the early sport simulations to come from Atari, Bowling requires concentration and skill to get a clear round of full strikes.□

BOXING

AG022 Activision £13.95
1,1v1 2 variations
SPORT

This game simply involves thumping your computerised adversary 99 times before he does the same to you. The screen gives you a birds-eye view of the ring and the boxers are animated quite successfully. One of the better sport simulations.□

BRAIN GAMES

CX2664 Atari £24.95
1,1+1 19 variations
needs keyboards £13.95
CLASSIC

This cartridge brings together a selection of 'Simon' type copy-cat games designed to test your powers of memory. For the price of the game and controllers, you'd be advised to buy a purpose made toy.□

BREAKOUT

CX2622 Atari £18.95
1,1+1 single game paddles
SKILL

The second ever video arcade game and a direct descendant from Pong, the Bat 'n' Ball tennis game that became so popular in the mid 70s. The aim of Breakout is to knock a hole in the brick wall at the top of the screen. This has since been withdrawn and replaced with an improved version – Super Breakout – but some may still be on sale.□

BRIDGE

AX013 Activision £24.95
1,1v1 7 variations
CLASSIC

A card game not normally transferred to the screen – quite surprisingly, as it's probably a more popular game than Othello. Maybe it's just that not many programmers know how to play bridge.□

CARNIVAL

COL75309 CBS Electronics £29.95
1,1+1 2 variations
SHOOT 'EM UP

A nice change from the space shoot 'em ups. Set in a fairground shooting gallery, you are taking pot-shot at duck and rabbit targets whilst keeping an eye on the amount of ammo you have left. If you let the ducks get too low they will come to life and swoop down to eat up some of your gun pellets. The VCS version does not have the bear sequence of the Intellivision and Colecovision versions, but it does seem to have better graphics than the Intellivision. A faithful representation of the Arcade hit by Sega/Gremlin.□

CASINO

CX2652 Atari £18.95
1,1v3,1v1 4 variations paddles
CLASSIC

Several card games are featured in this cartridge, including both poker and blackjack (American for pontoon or 21). A reasonable attempt at a game transfer but it would be far cheaper to buy a pack of cards and invite a friend round.□

CENTIPEDE

CX2676 Atari £29.99
1 single game
SCI FI SHOOT 'EM UP

Not a game for people with a dislike of creepy crawlies. To confound any sexist ideas on this subject, you might like to know that the original coin-op (on which the game is based) was designed by Dona Bailey, one of Atari's female programmers. The scene is a black screen dominated by little colourful mushrooms. You are at the bottom in the shape of a Bug-Blaster which has the freedom of the lower half of the screen. Now comes the Centipede itself which scampers down the screen. You must blast all its sections along with the mushrooms, spiders, fleas, snails etc.

A good old fashioned shoot 'em up with a novel twist to it. Very pleasing graphics and sound, which are both very similar to the coin-op.□

CHINA SYNDROME

Spectravision £19.95
1 4 variations
SKILL

Loosely based on the film in which a nuclear reactor goes out of control. It's now up to you to control the reactor through its nine levels down to the core. As in Reactor you are given a robot which you must use to destroy all the dangerous radioactive particles that escape. One of the nice features of this game is a little control panel that shows the radiation level in each of three sectors on the screen. If you get above a certain level of radiation then MELTDOWN begins – and you lose.□

CHOPPER COMMAND ☆

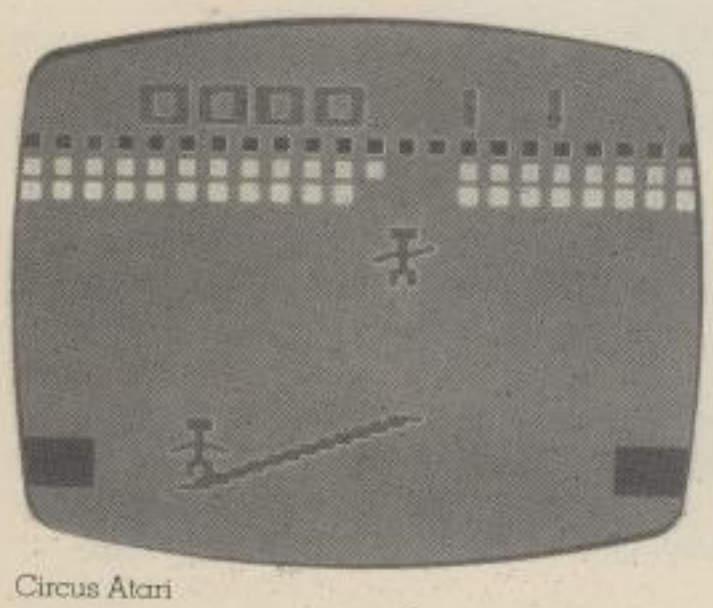
AX015 Activision £24.95
1,1+1 4 variations
COMBAT SHOOT 'EM UP

The idea of this game is to guide your helicopter through the scrolling scenery destroying enemy 'copters and planes which are out to bomb the convoy of medical supply trucks that are trundling along below. You have total control over your Chopper. The game overall is so similar to Defender that fans of Defender should find it very appealing. The graphics and sound are of the usual high standard that has become the norm for Activision.□

CIRCUS ATARI

CX2630 Atari £19.99
1,1+1 8 variations paddles
SKILL

The aim of this game is to bounce a clown from your teeter board high enough to burst the stream of balloons at the top of the screen. One of the best games using paddles.□



Circus Atari

CODEBREAKER

CX2643 Atari £18.95
1,1+1 20 variations
needs keyboards £13.95
CLASSIC

A version of Mastermind, the board game, but using numbers rather than colours. Definitely not the most original game that Atari has ever produced, but many people should enjoy this brain teaser.□

COMBAT

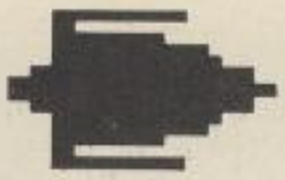
CX2601 Atari £14.95
1,1v1 27 variations
COMBAT

This is the game that normally accompanies the console. The 27 games on this cartridge are all of a military nature, featuring tanks, bi-planes and jets.□

CONCENTRATION

CX2642 Atari £18.95
1,1+1 8 variations
needs keyboards £13.95
CLASSIC

Formerly known as Hunt & Score, the name of this game changed in 1981 so you just might come across some old stock somewhere. It's based on the old memory game Pair, in which you match up hidden objects.□



COSMIC ARK ☆

1A3204 Imagic £27.95
SCI FI SHOOT 'EM UP

This is the sequel to Atlantis (see separate review). The small group of survivors that escaped a watery grave in Atlantis have built a larger saucer, the Cosmic Ark, which is currently stopping off at various planets. Its mission is to pick up two of each kind of alien life form before deadly laser turrets zap it.

There are two phases to this game. First is the 'in-flight' mode in which you have to blast meteors that are heading for your ship, using the four laser cannons you have. If you successfully blast all the rocks then you can move on to the second phase (the Orbit mode). This is where the original saucer makes an appearance. It is used to pick up the aliens via a Tractor Beam which gives off a sound rather like the transporter in Star Trek. Once you've beamed up both aliens you can return to the Ark and then you will be whisked off to another 'in flight' phase and so on. Rob Fulop has left an opening for a third game in the series as the little shuttle shoots off again at the end of play.□

CROSS FORCE

SA203 Spectravision £19.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

Cross Force is a shoot 'em up with a difference. Instead of having one ship on screen you have two – one top, one bottom. Your laser fire comes from both ships so that you have a laser wall. With this weapon you must destroy all the aliens that are being deposited by the Mothership (which you can't destroy). This game requires skill because, as the Cross Force laser system is in experimental stages, the laser will overheat if used too much. You are given a laser temperature gauge so that you are not left in the lurch. A good addition to any Space gamer's library.□

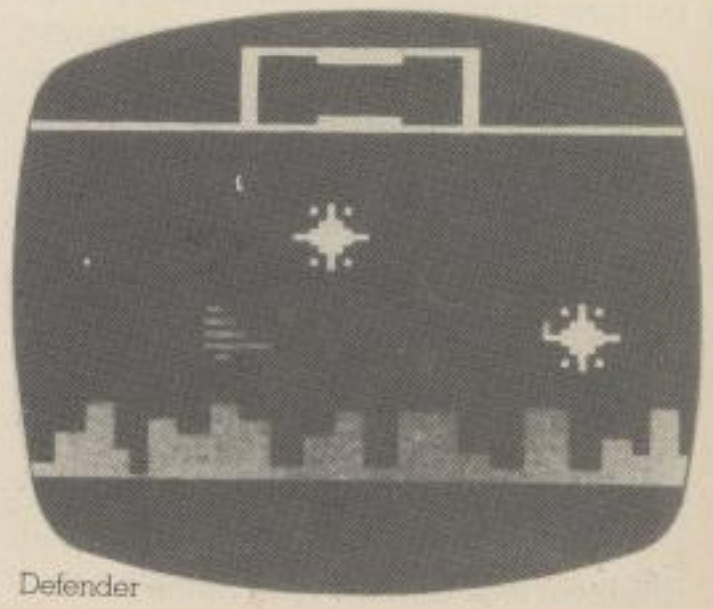
DEFENDER ☆

CX2609 Atari £29.99
1,1+1 20 variations
SCI FI SHOOT 'EM UP

This game has been equally successful as a coin-op for Williams Electronics and as a VCS game for Atari. Atari programmer Bob Pularo had the awesome task of squeezing a 26k game controlled by a five button, one lever control panel into a 4k console and a joystick.

All your 'friends' are there to greet you, Landers, Mutants, Bombers, Pods, Swarmers and Baiters along with your earthship Defender. Game play is quite complex and will take even a hardened space gamer quite a while to master fully. The graphics and sound do come reasonably close to the real thing.

Bearing in mind the limitations of both hardware and software Bob Pularo has done an incredibly good job with Defender.□

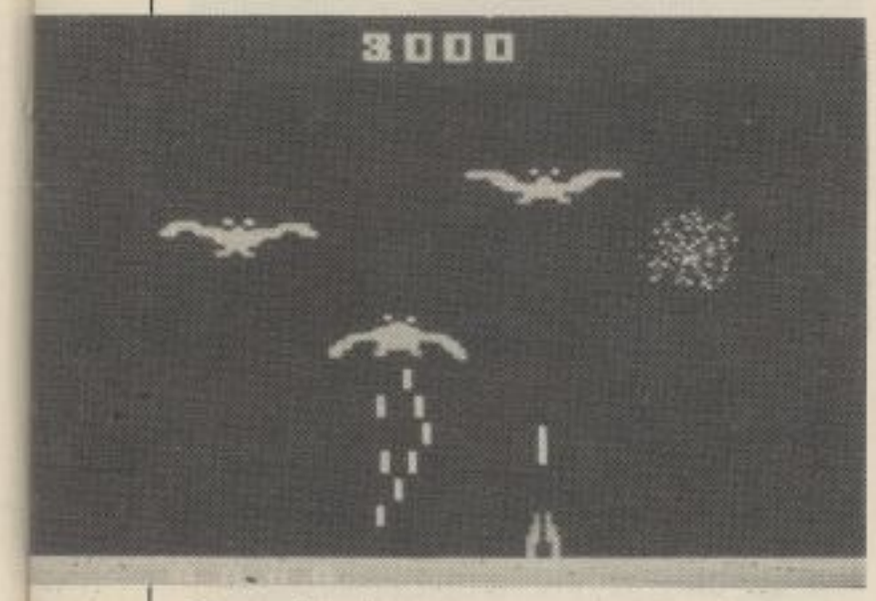


Defender

DEMON ATTACK ☆

1A3200 Imagic £29.95
1,1+1,2 10 variations
SHOOT 'EM UP

This game was designed by Rob Fulop, the man responsible for Missile Command and Night Driver before he left Atari. The idea is to shoot as many of the flying demons as you possibly can before you lose all your Laser Bases. A nice, fast game with a genuine arcade feel about it. This game won the 1982 Game of the Year Award in America for its superior game play and graphics.□



Demon Attack

DEMONS TO DIAMONDS

CX2615 Atari £19.99
2 6 variations paddles
SKILL

'A shooting gallery type of game with a twist' is the best way to describe this one. The idea is to shoot the demons that are the same colour as your gun. If you shoot one, it turns into a diamond which is worth more points. If you shoot a demon of the opposing colour it will turn into a skull which starts shooting at you.□

DISHASTER NEW!

711111 ZiMAG
1 4 variations
CHILDREN'S SKILL

The idea of this game is to keep a series of spinning plates from falling to the ground with a crash. A background of circus tents contributes to the circus-like air of the game.

The plates are balanced on sticks which you can move with the joystick in order to spin the plates faster. Reviewers were put off this game because of the repetitive background tune.

Dishaster may be enjoyed by very young gamers, but is not sophisticated enough for any battle-hardened arcade gamers.□

DODGE'EM

CX2637 Atari £18.95
1 3 variations
DRIVING MAZE

This game could have been an inspiration for Pac-Man. You have to run around a maze in a car, eating dots while being pursued by other cars. However it's more likely that Dodge 'em was inspired by another arcade game called Space Chaser.□

DONKEY KONG

COL75259 CBS Electronics £29.95
1 1 variation
CLIMBING

A game that is fast overtaking Pac-Man in popularity in the USA at the moment. The idea is to guide little Mario up the girders so that he may rescue his girlfriend from the clutches of Kong. However, Kong isn't going to go out of his way to help you. In fact he seems to be a bit against the idea as he is rolling barrels down towards you – you have to jump over them.

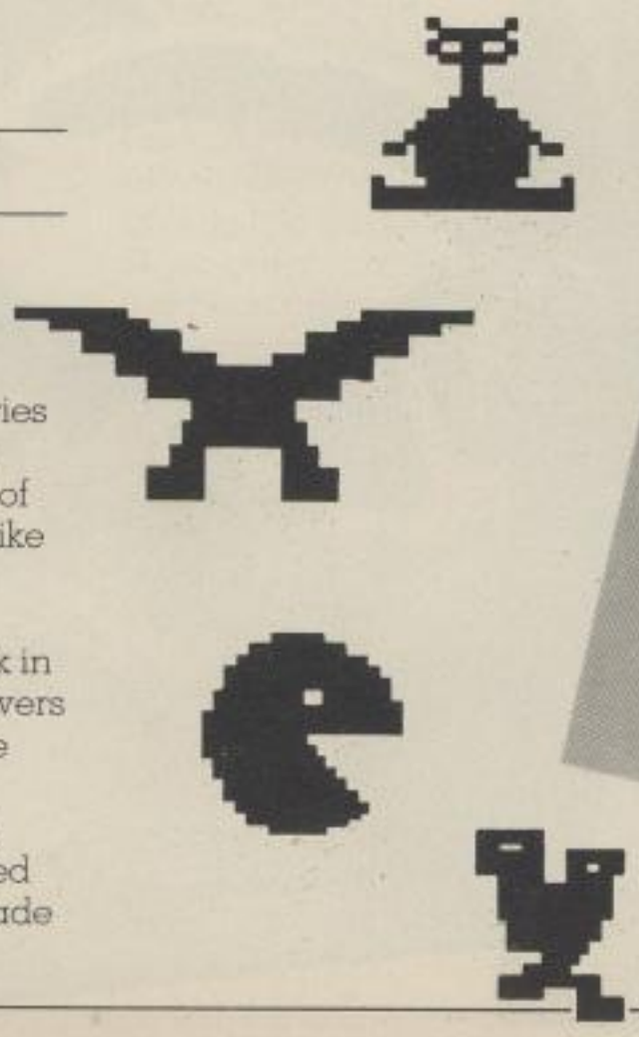
Obviously the game is by no means as complex as the Coleco version graphically but possibly superior to the Intellivision version.□

DRAGONFIRE ☆

1A3611 Imagic £27.95
1,1+1 4 variations
ADVENTURE

This adventure game has two main phases. First you have to run along the drawbridge ducking and jumping flaming arrows. Once past the drawbridge, you enter a room containing treasure as well as an evil Dragon which can kill you with one puff.

Once you've collected all the treasure a door appears, opening onto another drawbridge which leads to a further treasure room. A great cartridge, featuring good graphics, sound and play value.□



DRAGSTER

AG001 Activision £13.95
1,1v1 2 variations
DRIVING

This is one of the better early games from Activision. With four gears and a tachometer, you have to beat your opponent along a set distance. Although not remarkable, the graphics are serviceable and assist to make quite a pleasing game.□

E.T. THE EXTRA TERRESTIAL

CX2674 Atari £29.99
1 3 variations
MOVIE TIE-IN ADVENTURE

A game based on that lovable little character from the smash hit film E.T. Despite the fact that it was designed with the help of director Steven Speilberg, it isn't up to much. The game is set in the green woodlands that

appear at the beginning of the film. However, this particular wood should be closed off to the public because it is literally riddled with potholes, as many as eight to a screen. Dropped into the potholes are three pieces of phone. E.T. must collect all three pieces, find the space ship zone and phone home. He then has about fifteen seconds to get to the forest and find the landing site so that his ship can pick him up. Whilst this is going on an FBI agent and a Doctor are after him, but he can get help from good ol' Elliot, dressed in the blue jeans and stripy jumper that he never wore in the film. Adventure buffs will probably cringe at this game as will older E.T. fans, but younger gamers seem to enjoy it.□

FIRE FIGHTER

1A3400 Imagic £22.95
1 9 variations
SKILL

Okay, Fire Chief, now's your chance to show everyone what a good firefighter you are. The idea is to douse the flames with your hose and to rescue the girl trapped in the tower block (which varies in height according to variation). You have limited water supplies (fire hydrants have not yet been invented) and a fire engine with an extendable ladder.

A pleasant game that is moderately challenging but the novelty may soon wear off and boredom could set in.□

FISHING DERBY

AG004 Activision £13.95
1,1+1 2 variations
SKILL

This is one of the first games Activision ever brought out in this country, and unfortunately it shows. The idea is to cast your line and catch as many fish as you can. The deeper you go the more points you get and the first player to get 99 points is the winner. Neither the graphics or the sound are up to much but it may interest armchair anglers.□

FREEWAY

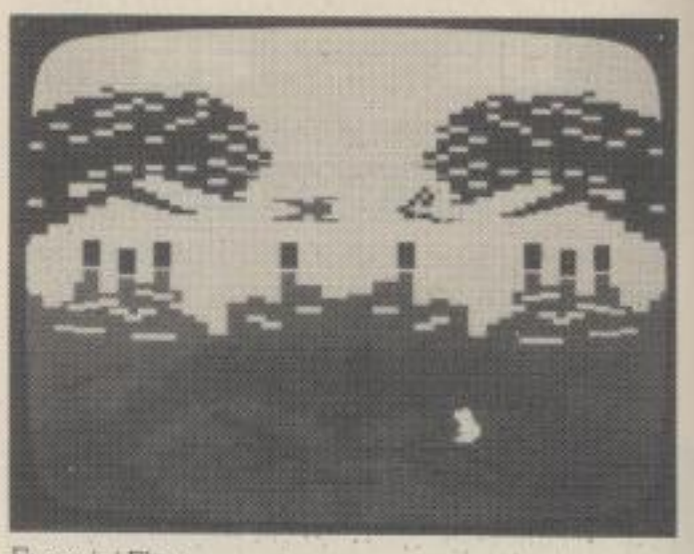
AG009 Activision £18.95
CHILDREN'S SKILL

Now you can find out for yourself why the chicken crossed the road, which in this game is a ten lane American freeway. The graphics and the sound make this game highly entertaining and good fun for everyone, not just the kids.□

FROGGER

931402 Parker Brothers £29.95
1,1+1 6 variations
CHILDREN'S SKILL

Based on the popular arcade game by Sega. The idea is to get the Frog across the road and the river before your time runs out. Your path is riddled with such obstacles as Cars, Lorries, Snakes, Logs and the treacherous Crocodile that will rear its ugly head to swallow up your Frog. A nice game for fans of the arcade version, and for all those who like humorous games that are both easy to grasp yet remain challenging to the veteran.□

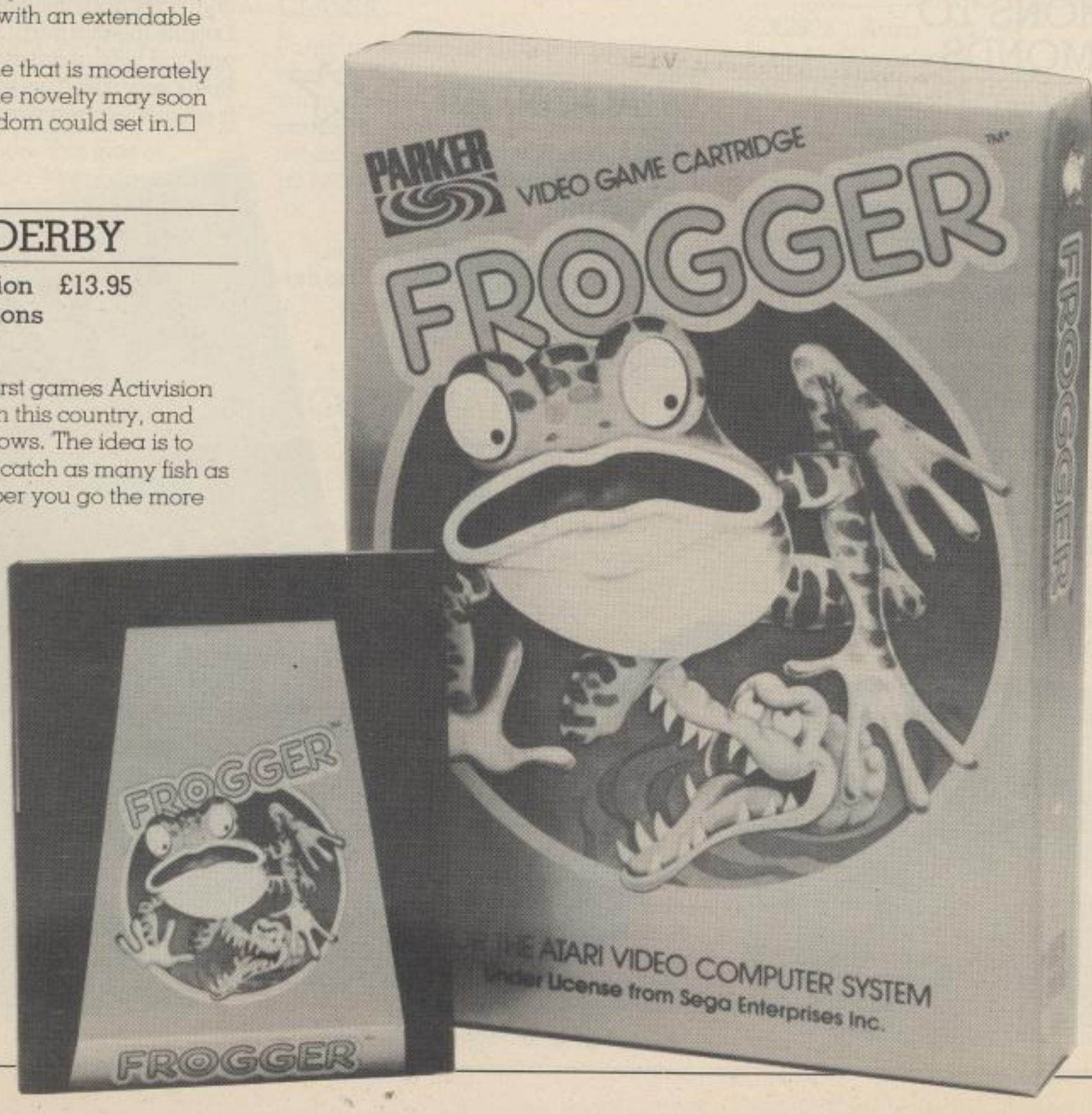


Frogs 'n' Flies

FROGS 'N' FLIES

5664 Mattel Electronics £9.95
2 single game
CHILDREN'S SKILL

This is the VCS version of Mattel's 1983 Intellivision release 'Frog Bog' and despite the differences in memory size the VCS game has much of the complexity of the Intellivision one. You're a frog who's looking for some



nice juicy flies to eat. Sitting on another lily pad is another frog, which can be either human or computer controlled depending on the game variation. As flies pass by, you and your opponent must leap and catch them with your tongue and land safely on each other's pad. You control the length of leap with the joystick. Too much and you'll land in the water which will waste valuable scoring seconds. You have both day and night on this game. During the night phases fireflies fly past which are visually quite good. A nice game for younger gamers but possibly a bit easy for older ones.□

GALAXIAN NEW!

CX2684 Atari £29.99
1 single game
SCI FI SHOOT 'EM UP

A highly successful arcade game that has enjoyed long stretches at number two in both Replay and Play Meter magazines' coin-op chart. By game standards (where five years is ancient history) it is quite an old timer, a sort of follow up to Space Invaders. There are a batch of Alien Starships all in a rectilinear formation. They stay at the same height on the screen but smaller groups split off from the main group and swoop down toward your Battlestar Galactica type space ship at the bottom of the screen. Apart from that the game is basically a souped up, faster-paced version of Space Invaders. However the graphics are much better, and for those who are still great fans of the game it's a good game to upgrade to when even game 16 on S.I. is no real problem for you (see separate review).□

GANGSTER ALLEY

SA 201 Spectravision £19.95
1,1+1 4 variations
SHOOT 'EM UP

This is a shooting gallery game in which you have to shoot all the gangsters as they peep out of the windows. Nicely done but a bit boring after a while.□

GOLF

CX2634 Atari £14.99
1,1+1 9 holes
SPORT

You have to move your little golfer around the course of nine holes and beat your opponent's score. Not too difficult to master with a bit of practice.□

GORF

COL75344 CBS Electronics £29.95
1 single game
SCI FI SHOOT 'EM UP

Based on the highly popular arcade coin-op by Bally/Midway, the people responsible for Galaxian and Pac-Man. This game starts off with you at the bottom of the screen being attacked by Space Invaders which have to be destroyed in the usual manner. Next you are confronted by a small batch of five spaceships, one of which fires long laser beams at you while the others dive bomb you. If you survive you go on to Warp Attack in which a group of TIE Fighters spiral towards you from what appears to be a black hole. Finally you come face to face with the flagship itself. This can only be destroyed by a burst of laser fire in exactly the right spot. If you succeed in all these tasks you start again on a higher skill level than before. Certainly a very challenging game which, like all other Coleco games, is available on Intellivision and Colecovision formats as well.□

GRAND PRIX

AX014 Activision £24.95
1 4 variations
DRIVING

A racing car game, but, unlike Atari's Indy 500 where the whole race track is shown on the screen, on Grand Prix the screen scrolls from right to left showing the road flashing past you. The joystick button controls acceleration; pushing the joystick up or down controls movement in those directions; and pulling it to the left applies the brakes. Good graphics are used here and care has been taken on the little details like the spinning of the cars' wheels. The sound is also above average. A must for all racing car gamers.□

HANGMAN

CX2662 Atari £14.95
1,1v1 9 variations
EDUCATIONAL

This is the video version of the game traditionally played on paper, and as nothing is added by being transferred to the screen it's poor value for money.□

HAUNTED HOUSE

CX2654 Atari £19.99
1 9 variations
ADVENTURE

Atari's follow-up to their highly innovative game Adventure is by comparison a little disappointing. The task at hand is to pick up three pieces of a Magic Urn and to get out alive before your nine lives are lost by being 'scared to death' by ghosts, tarantulas, bats, etc.□

HUMAN CANNONBALL

CX2627 Atari £14.95
1,1+1 16 variations
SKILL

As the name suggests, this is a game in which you must fire a man out of a fairground cannon and land him in the water tower. The angle of the cannon and the position of the tower can be altered slightly while the man is in the air. Quite nice graphics are used here.□

ICE HOCKEY

AX012 Activision £24.95
1,1v1 4 variations
SPORT

Activision seem to have taken so much trouble to obtain a high standard of both graphics and sound that they have overlooked the qualities of the game itself. Ice hockey fans may like it but we found the VCS version far weaker than the Intellivision (see separate review).□

INDY 500

CX2611 Atari £24.99
1,1v1 4 variations
DRIVING

This was one of the first games out and at the time cost over £40.00 because it includes its own custom controller. This is a refined paddle, rather than the steering wheel you get with Coleco Turbo. The idea of the game is to drive around a race track in a faster time than your opponents (one human and the rest computer). There are, however, some nice variations on this game such as 'crash 'n score' in which you must be the first to collide with one of the grids of a square.

At a price of £29.95 this represents a good purchase.□

If you think Pac-Man* is a tough act to follow, meet Ms. Pac-Man*.

Make no mistake, this little lady is a screen sensation.

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INTERNATIONAL SOCCER **PREVIEW**

5687 Mattel Electronics £9.95
2 single game
SPORT

As the name suggests this a video version of football which sets out to better Atari's Pele Soccer.

As in Pele soccer the screen scrolls vertically instead of being a bird's eye view with Lego-like players. The players are seen in greater detail than on Pele. In short if you fancy a bit of video soccer then go for this one – not only is it better than the Atari version but at a tenner it's also a lot cheaper.□

I WANT MY MUMMY

710111 ZiMAG
1 4 variations
CHILDREN'S ADVENTURE

NEW!

One of the cutest games released so far this year. The story goes like this; Teddy has lost his Mummy and has a bad dream. What he wants to make him better is a big hug from Mummy. However, to get his hug he must climb two mountains with the help of the Stardust ladders, avoiding all the Bad Dream Demons.

Teddy does get some help from his Mummy, as she sends down kisses which, if caught, can be used by him to knock out the Demons.

Younger gamers enjoyed this game immensely and it's challenging enough to keep them interested for quite some time.□

KABOOM

AG009 Activision £18.95
1,1+1 2 variations paddles
CATCH & SCORE

Larry Kaplan's first VCS game for Activision is on a 'cops and robbers' theme. A crook on top of the wall is busy throwing bombs which you must catch as they fall, using the three buckets of water you have been equipped with. To succeed, you need very quick reflexes. The game is graphically exciting, including touches such as flames exploding from the top of the bombs.

LASERBLAST

AG008 Activision £18.95
1 4 variations
SCI FI SHOOT 'EM UP

A conventional 'shoot up' with a twist. This time your space-ship is the invader and you are being attacked by earthbound laser bases.

These laser bases come in groups of three and after a few seconds begin to fire at you, and pretty accurately too. Your ship can fire downwards in three directions – straight down and to the left or right. You are given three ships to start with, plus an additional one every 1000 points until you reach the maximum of seven in reserve. This is an excellent cartridge bearing mind its age, and well worth its price.□

LOCK 'N' CHASE

5663 Mattel Electronics £12.95
1,1+1 single game
SKILL MAZE

PREVIEW

This is the VCS version of the highly successful game released for Intellivision in 1982. It's basically a game of cops and robbers in which you're the robber and the cops are hot on your trail as you whizz round the maze picking up gold bars. To avoid being caught you can slam doors. However, once you've done that the door is closed to you as well, so you could trap yourself with one of the cops that you're trying to avoid.

A very nice variation on a Pac-Man type theme and one well done with some reasonable graphics and sound. Quite close to the original game both in playability and appearance.□

LOST LUGGAGE

2004 Apollo £19.95
1,1+1 6 variations
CATCH 'N' SCORE

If you've ever been stuck in an airport arrivals lounge waiting for your case to come round on those carousels you'll like this game. The machine goes haywire throwing cases every which way and it's your job to catch them all. It sounds simple but it's not. The game requires fast thinking and quick reactions to avoid dropping a case. Once this happens, the case bounces open (along with all the others on screen) to display the owners' brightly coloured underwear. Good fun for the kids, but older gamers may prefer Kaboom.□

MATH GRAN PRIX

CX2658 Atari £14.99
1,2 9 variations
EDUCATIONAL

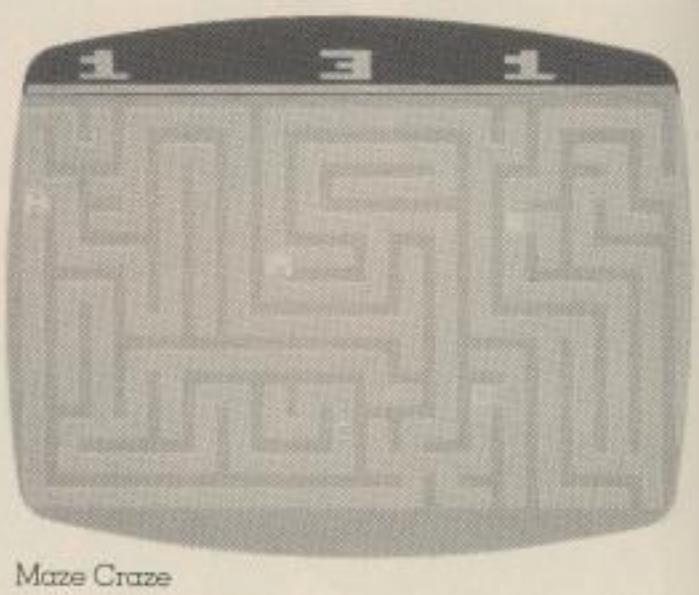
A maths test in a board game format, this involves two racing cars that overtake each other by solving simple maths problems. Certainly a lot more entertaining than its predecessor, Basic Maths.□

MAZE CRAZE

CX2635 Atari £19.99
1,1v1 16 variations
MAZE

Subtitled 'A game of Cops and Robbers' because the maze is supposed to represent a section of city streets where a few crooks are lurking. You have to either apprehend or avoid them depending on the game variation you have reached.

Despite the recent popularity of maze games, thanks to Pac-Man, Maze Craze seems to have been overlooked and what's more, underrated, as it is a highly enjoyable game which would appeal to all those who find Pac-Man a little tame.



Maze Craze

MEGAMANIA

EAX017 Activision £29.95
1,1+1 4 variations
SPACE SHOOT 'EM UP

This game is in many respects very similar to the coin-op Astro Blaster. As usual Activision have taken a lot of care over the graphics and the sound. Apart from that it's more or less a straight-forward shoot 'em up with the exception of what you're shooting at. Instead of your spaceship firing at menacing Alien Starfighters, it is faced with demon dice, bow ties, cheeseburgers and car tyres. You are given limited fuel which can run out if you take too long to pick off an enemy wave.

The graphics are really very good indeed, especially when the ship disintegrates after being hit. A first rate space game from Activision.□

MINIATURE GOLF

CX2626 Atari £14.95
1+1 9 holes
SPORT

An entertaining game in which you have to putt your way through a nine hole course avoiding the obstacles in your way.□

MISSILE COMMAND

CX2638 Atari £24.99
1,1+1 33 variations
SCI FI SHOOT 'EM UP

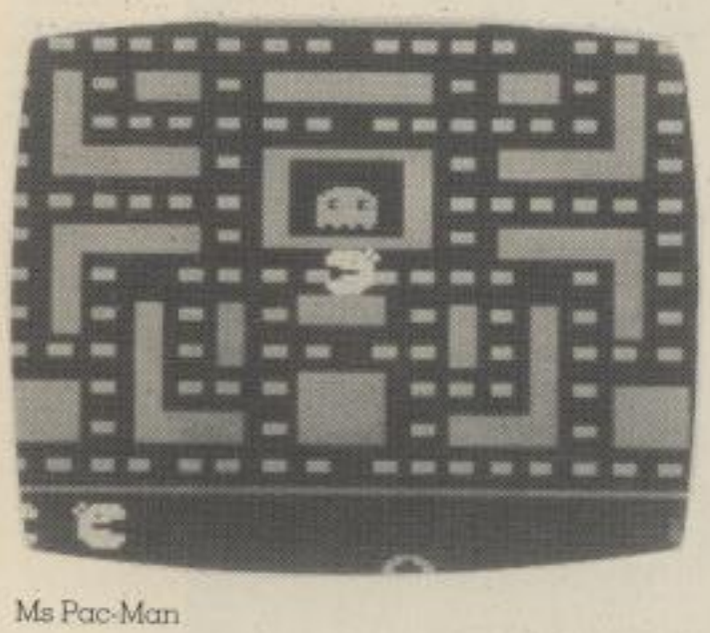
This is the home version of the popular arcade game of the same name. The VCS version was designed by Rob Fulop who, after his spell at Atari, went to Imagic where he created the award winning games Demon Attack and Cosmic Ark. The idea of this game is to save your six cities from nuclear oblivion by destroying all the alien missiles.

Many people have said this is one of the best arcade/VCS translations to date, and certainly it is an excellent cartridge bearing in mind the limited memory space available on the VCS.□

MOUSETRAP

COL75291 CBS Electronics £29.95
1 1 single game **PREVIEW**
MAZE

This is more or less a game of Pac-Man only the maze has doors. The little greedy beach ball has been replaced by a mouse and the ghosts are now cats. If the mouse eats a power pill it turns into a dog and starts to chase the cats. Apart from that the game is much the same as Pac-Man but then you may prefer a game with cats and mice in it.□



Ms Pac-Man

MS PAC-MAN NEW!

CX2675 Atari £29.99
1 single game
CHILDREN'S MAZE

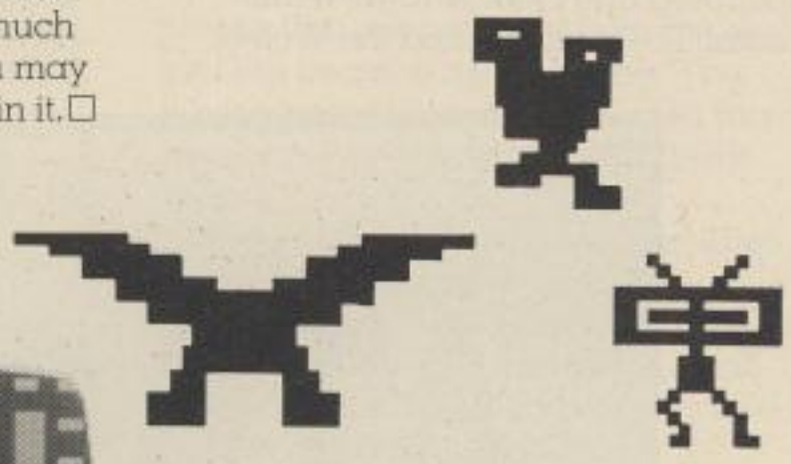
Even though Pac-Man was the number one bestseller in home video games in 1982, many fans of the arcade coin-op criticised the graphics, the colours and the game play, saying that they weren't close enough to the real thing for their liking. Once news leaked out that the sequel to Pac-Man was in production the fans eagerly waited in the hope that Atari would come up with something that even the most discerning Pac-Maniac can find no fault with.

Ms Pac-Man lives up to this. The graphics have been greatly improved (due to the loss of variations). Our little yellow friend now actually points in the direction it's taking and the unflattering Vitamins have now been replaced by fruit which are actually quite realistic. You even get several different patterns of maze to a game. In short, if you liked Pac-Man you'll love Ms Pac-Man.□

NEXAR

SA206 Spectravision £19.95
1 3 variations
SCI FI SHOOT 'EM UP

This is described as a multi-level space game, although it just progresses in speed rather than in scenery as in such games as Super Cobra. You are in control of a Cursor which has the freedom of the screen. The object of the game is to destroy the Beacons that drift along the space lane that you are patrolling in your Starfighter. A nice simple game that is both challenging and attractive whilst not being too complicated for younger gamers.□



NIGHT DRIVER

CX2633 Atari £19.99
1 8 variations paddles
DRIVING

This is the first game designed by top programmer Rob Fulop, who later produced the VCS version of Missile Command, the Atari 400/800 version of Space Invaders and Demon Attack for Imagic. This steering game involves navigating dark winding roads to avoid oncoming cars.□

OTHELLO

CX2639 Atari £14.99
1,1v1 4 variations
CLASSIC

A video version of the board game that involves black and white tiles in a game of strategy. The object is to surround your opponent in order to change its colour.□

OUTLAW

CX2605 Atari £14.99
1,1v1 16 variations
COMBAT

Based loosely on the old arcade game Boot Hill, where two gunmen settle their differences the only way they know how – with a shoot out. A moving brick wall is among the different obstacles you have to shoot through in order to get your man.□

PAC-MAN

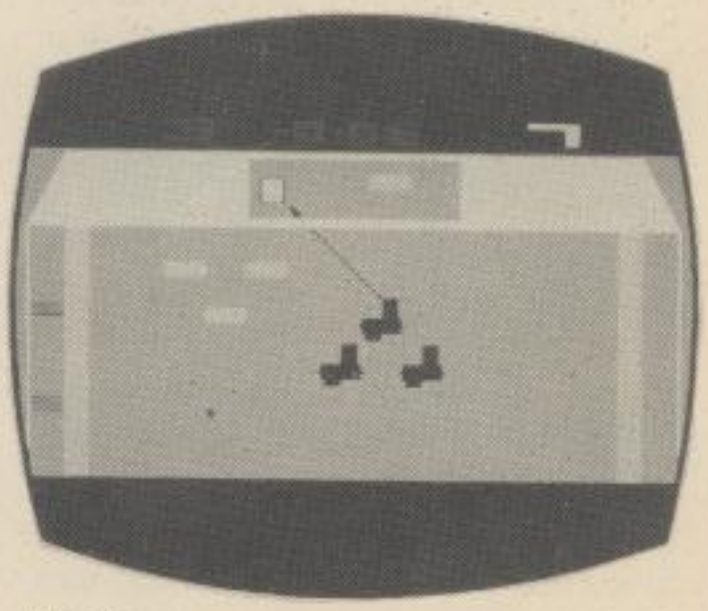
CX2646 Atari £29.99
1,1+1 16 variations
MAZE

Last year's most successful game in the U.K. and more popular than anything else worldwide. The idea of the game is to work your way round the maze, gobbling up the dots and avoiding the ghosts that are after you. You can, however, strike back if you eat a power pill. Although a very good and very addictive game, it is not a good copy of the arcade coin-op by Bally/Midway (the people responsible for Galaxian). The maze, the colours and the sound are different and there is no fruit in the maze, just rectangular Vitamin Pills. If you want arcade realism go for Ms Pac-Man (which is also cheaper).□

PELE SOCCER

CX2616 Atari £24.95
1,1v1
SPORT

One of the best sports games to come from Atari and one of the first to incorporate scrolling. The game features the sound of cheering and a firework display when you or your opponent score.□



Pele Soccer

PHOENIX

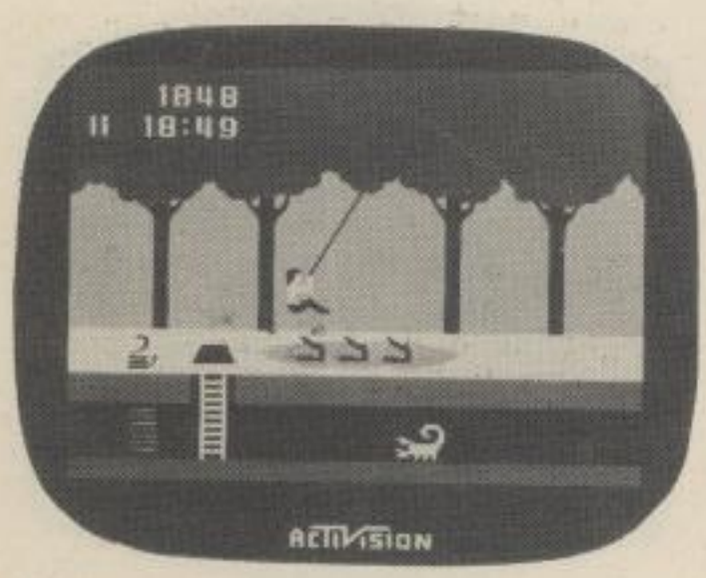
CX2673 Atari £29.99
1 single game
SCI FI SHOOT 'EM UP

This arcade smash is now hotly tipped to be the VCS cartridge of 1983 and is the theme of this year's Atari UK and World Championships. The general idea is to blast as many birds as possible with your Sand Crawler although, unlike such games as Space Invaders or Galaxian, you are given some variety in game play. You start off with small birds that can be picked off without too much bother. After two waves you move on to bigger birds which need to be shot in the middle to be destroyed (although you can wing them). You are then confronted with the mothership which is quite complex to deal with. The idea is to get the pilot who is seated in the centre, and to do this you must shoot first through the base and then through the scrolling central part. You then wait for the hole you made to come round again so that you can blast him. But you've got to be careful, because not only does he fire back but the ship gets lower and lower. This should certainly appeal to Demon Attack lovers as it is a first rate game of this type.□

PITFALL

AX18 Activision £29.95
1 single game
ADVENTURE

This is Activision's first attempt at adventure games and it has a decidedly tropical theme to it. You are Pitfall Harry, a jungle explorer and treasure hunter who's a bit like Indiana Jones (but this is probably just a coincidence). Basically Harry's task is to pick up all the treasure he can find along his route whilst avoiding scorpions, rattlesnakes, crocodiles, logs and tar pits. To do this several skills must be learnt such as hopping crocodile heads and swinging on vines. Pitfall is certainly one of the best adventure games currently on the market for the VCS, offering 255 different screen settings.□



Pitfall

PLANET PATROL

SA202 Spectravision £19.95
1,1+1 4 variations
SPACE SHOOT 'EM UP

One of the few space games released this year that has not been inspired by either an arcade game or a film. The game itself has been well thought out and a number of skills are required for you to master it fully. You must shoot down as many as you can of the T.I.A.s (Troublessome Invading Aliens) that come up against you head on. After that you must rescue the crew of a stranded Earth fighter, then destroy three enemy bases in order to continue – and that's just the start. You than take on the enemy in darkness. A very good space game.□

RAIDERS OF THE LOST ARK

CX2659 Atari £29.99
1 single game
MOVIE TIE IN

This adventure game is based on the highly successful film by Steven (E.T.) Speilberg and George (Star Wars) Lucas. The goal is to find the Well of Souls which contains the fabled Lost Ark of the Covenant. To do this you must first find the Map Room which gives the location of the Lost Ark (this is different each game). En route you must pick up treasures and deal with the traders of the Black Market. A fascinating game that takes some working out. Of course, seeing the film helps as well.□

RAQUETBALL

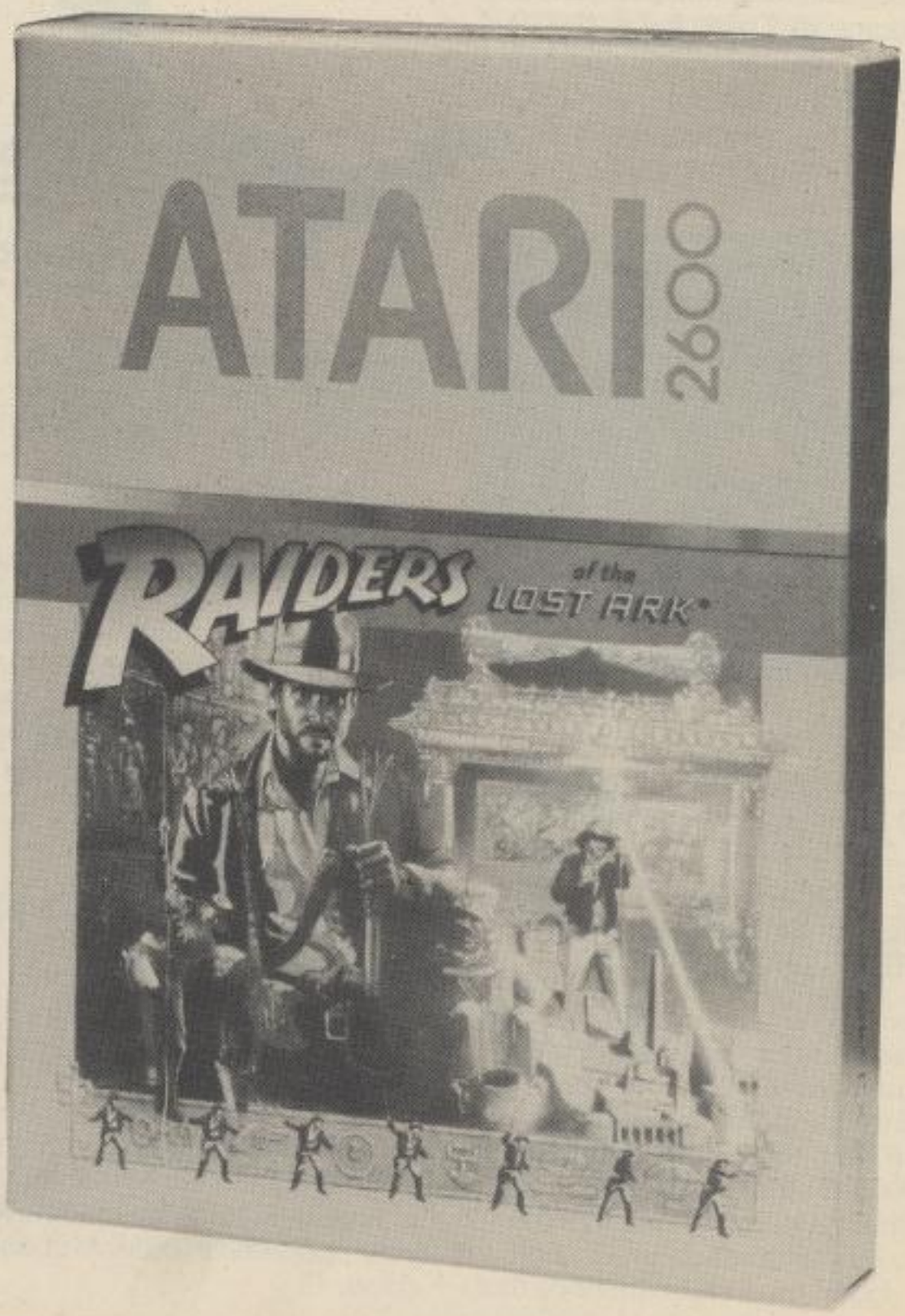
2003 Apollo £19.95
1,1v1 2 variations
SPORT

Raquetball for those who don't know it is the American name for squash (the game, not the drink). The video version is very good, not because it is a faithful representation but because it is a lot of fun to play.□

REACTOR

931506 Parker £29.95
1 32 variations
SKILL

You are in control of a robot whose task is to keep a nuclear reactor at bay. You have an expanding core in the centre of



the screen, which you must prevent from expanding by blowing the control rods at either side. Every so often Neutrons and Protons escape and you have to lure them to the sides of the reactor so that they can be destroyed. Although not a particularly accurate simulation it is a very good game with plenty of action in in.□

RIDDLE OF THE SPHINX

1A3600 Imagic £27.95
1 3 variations
ADVENTURE

Imagic's first adventure game and also the first one to use two controllers for one player.

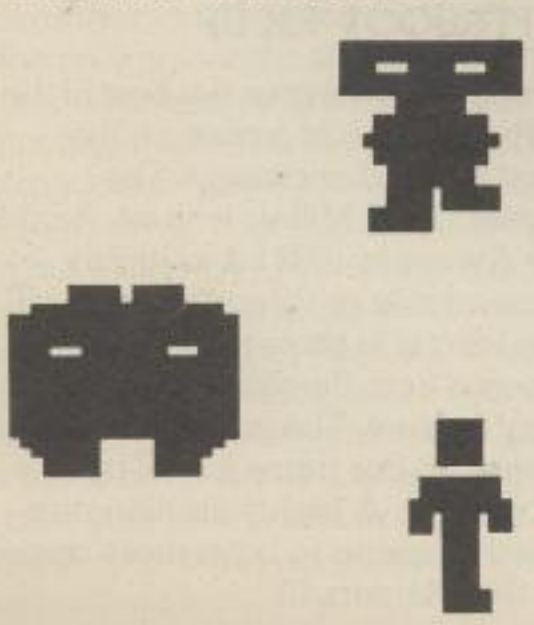
As the title suggests this game has a decidedly Egyptian theme to it. As an Egyptian prince, you must save the Valley of the King after Anubis the jackal-headed god has put a terrible curse on it. Instead of being a conventional multi-board game this one scrolls upward or downward as you move. On the way you must buy and sell with the traders, stop off at an Qasis to quench your thirst and pick up objects that will help you on your way. To aid you there is the goddess Isis. To hinder, there are thieves and Anubis himself. A very complex game indeed that uses every control available on the VCS. A first rate adventure game.□

RIVER RAID **PREVIEW**

AX020 Activision £29.95
1,1+1 2 variations
COMBAT SHOOT 'EM UP

This is the first game by Activision's programmer Carol Shaw. In many respects it is a military, bird's-eye view version of the game Scramble. The aim is to use your yellow jet fighter to bomb as many enemy fuel depots, bridges, jets and other landmarks as possible as you swoop along the river. Your limited fuel supply is replenished only when you bomb fuel tanks.

In short, an exciting game.□



ROOM OF DOOM

CommaVid £21.95
1,1+1 single game
SCI FI SHOOT 'EM UP

You are a warrior, imprisoned in a series of Dungeons with several doors in each. Behind these doors are baddies who will fire at you if given half a chance. If you do manage to shoot the evil warriors while their door is open, then that door stays open. When you have opened all the doors in a room you are transported to the next Dungeon, where the enemy are more treacherous than ever.

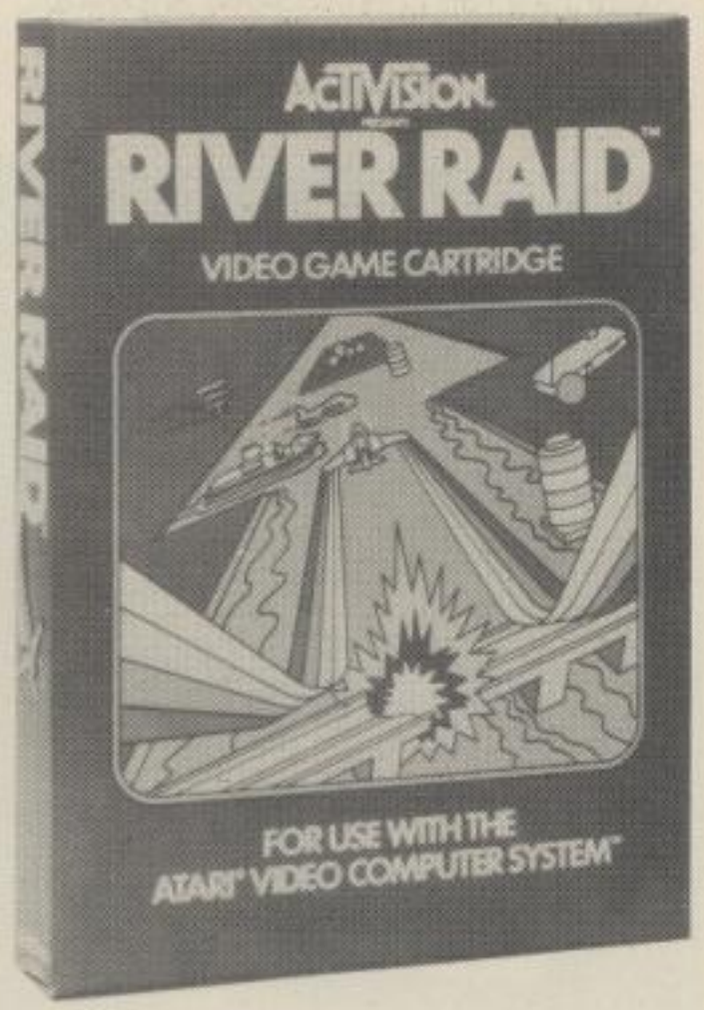
A nice feature about this game is that you can start a new game at the level you reached last time. Very useful. The graphics and sound aren't up to much but this is more than compensated for by the challenging game play.□

SEA QUEST **PREVIEW**

AX002 Activision £29.95
1 variation
COMBAT SHOOT 'EM UP

In control of a mini-sub, your task is to rescue a diver and destroy all the sharks, squids and even deep sea pirates that are out to get both the diver and the treasure he is seeking. You have a limited amount of oxygen so you regularly have to surface for a fresh supply.

Steve Cartwright the designer (also responsible for such hits as Barnstorming and Megamania) has, as usual, paid careful attention to small details like the spinning propellors and the diver's kicking legs.□



SHARK ATTACK

2005 Apollo £19.95
1,1+1 16 variations
MAZE

At first appearance this game may look like an underwater Pac-Man but it is entirely different. It was originally called Loch Jaw but this had to be changed because the film company MCA said that it was too similar to their films Jaws and Jaws II.

The game is set in Loch Ness and you are a diver trying to collect the plentiful pearls lying around in the maze-like caverns. But in doing so, you disturb the shark that lives there, and he storms from side to side trying to catch you. You may, if you're not careful, wake up Nessie herself and in this game at least she's not someone you'd want at a party!

This is certainly one of the best games to come from Apollo.□

SKEET SHOOT

1001 Apollo £13.95
1,1v1 17 variations
SPORT

This game gets the vote as the worst game available for the VCS. Both yourself and the Skeet appear at random positions on the screen so the chances of hitting it are less than slim. Added to that it's a boring game.□

SKIING

AG005 Activision £18.95
1 8 variations
SPORT

This game, although several years old, still remains one of the most realistic sport games available for the VCS. There are basically two games on this cartridge. The first is Slalom which involves you weaving your way through a number of slalom gates (as determined by the game variation). The second is Downhill Run, in which you have to complete a certain number of metres in a fixed time (again determined in the game variations).

A very good cartridge.□

SKY DIVER

CX2629 Atari £14.95
1+1 5 variations
SKILL

The object is to drop your parachutist on the landing pad before your opponent. The later you open your parachute the more points you get, but the skill lies in careful timing!□

SLOT RACERS

CX2606 Atari £14.95
1 9 variations
DRIVING MAZE

Poor graphics mar this game, in which two cars, represented by squares, pursue each other round a maze. The aim is to shoot down the rival car.□

SMURF **PREVIEW**

COL75291 CBS Electronics £29.95
1 single game
CHILDREN'S ADVENTURE

A game based on the popular TV characters. In this game a Smurf has been sent out of the village to find a Smurfette (a female Smurf) locked up in Gargamels Castle. The journey there isn't easy as you have to jump over fences, hills and rocks, dodge bats and spiders and keep your energy up by eating hard-to-reach berries.□

SPACE CAVERN

2002 Apollo £13.95
1,1+1 48 variations
SCI FI SHOOT 'EM UP

The name might suggest to you a fantasy role-playing game in which you have to explore various caverns. If that is the case then you'll be disappointed because it is in fact a simple shoot 'em up. You control a little figure at the bottom of the screen that shoots at flying creatures in much the same way as in Demon Attack. However, there is the added complication of Burlwors (hairy Pac-Men) that crawl out from the sides of the caves. By moving the joystick up or down you can fire from left to right. Apart from that, it's a fairly mindless game that doesn't require much brainpower at all.□

SPACE CHASE

2001 Apollo £13.95
1,1+1 24 variations
SCI FI SHOOT 'EM UP

A good old fashioned shoot 'em up is set against a backdrop of an orange planet. The game has a poor appearance as it's strung together in rather an amateur way.□

SPACE INVADERS

CX2632 Atari £24.99
1,1+1,2 115 variations
SCI FI SHOOT 'EM UP

The game that started it all off, both in the arcades and in the homes. It captured many thousands of people's imaginations back in 1979, so much so that the name Space Invaders is now used in much the same way that Biro is used to denote all ball point pens. The idea of the game is in fact quite simply, to shoot as many of the little aliens as you can before they land on you. Of all the video games, this is probably the one that has aged the best, and buffs will regard it as a must for their collections.□

SPACE WAR

CX2604 Atari £14.99
1,1v1 17 variations
SCI FI SHOOT 'EM UP

This was the first Sci Fi cartridge to come from Atari. In it you control an Asteroids-type spaceship and battle it out with an opponent. Although it does show its age slightly it is still a challenging game and pretty good value.□

SPIDER FIGHTER

AX021 Activision £29.95
1,1+1 4 variations **PREVIEW**
SKILL SHOOT 'EM UP

Inspired by the Centipede game designed by Larry Miller, who also invented Starmaster and Tennis. Your task is to rid your fruit of such pests as Arachnids, Spy Pods, Green Widows and the treacherous Stinger insect.

As usual, Activision excel in the colours they employ in this game, destined to be another winner.□

SPIDERMAN

931503 Parker £29.95
1,1+1 6 variations
CLIMBING

This game is a bit like the arcade game 'Crazy Climber' in which you have to scale the wall of a high tower block. However in Spiderman you have additional complications ranging from crooks appearing who try to cut your web, to the dreaded Green Goblin himself at the very top of the building, who is guarding the Super Bomb that Spiderman must defuse. A fun game which features some nice graphics, but fans of super heroes would be better off with Superman.□

STAMPEDE

AG001 Activision £18.95
1,1v1 8 variations
SKILL

Okay partners it's time for some roundin' up. The idea of this game is to lasso as many cattle as you can before three get past you. Be careful not to collide with a skull or your horse will rear and slow you down.□

Stampede

STARMASTER

AX016 Activision £24.95
1 4 variations
SCI FI SHOOT 'EM UP

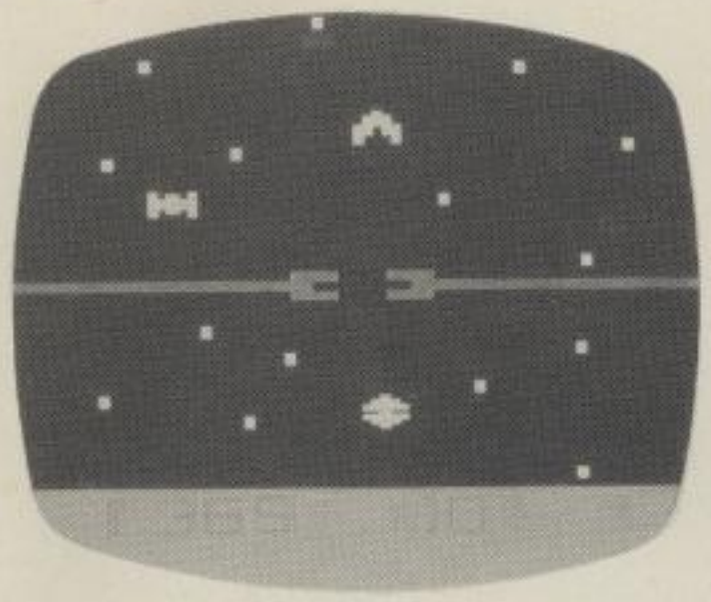
Regarded by many as the best of the Star Raider type of games on the market for VCS at present. The designer, Alan Miller, won an Arcade Alley Award in 1982 for its highly commendable graphics and sound.

The idea is to protect your four Starbases from the vicious onslaught of enemy fighters. The console switches are used on this game to call up the Sector Chart. A highly challenging game that seems to have more appeal than Star Raiders.□

STAR RAIDERS

CX2660 Atari £29.99
1 4 variations
SCI FI SHOOT 'EM UP

This game was immensely popular as Atari 400/800 computer program. It won awards for being the best space game and so it is rather surprising that Atari waited so long to bring out a VCS version. Activision and Imagic have already launched similar games but Atari's version has one distinct advantage over these rivals. There is a video touch pad, which is basically a jazzed-up keyboard controller, that accepts overlays and is included with each Star Raiders cartridge. If Atari bring out any more games that use the touch pad people will have to buy Star Raiders regardless of whether or not they want the cartridge. The additional controller operates the shield, the Galactic chart and hyperspace. The joystick controls the actual movement of the ship and the laser fire. All in all a good game, but Starmaster has a slight edge.□



Star Raiders

STAR VOYAGER

1A3201 Imagic £27.95
1,2 2 variations
SCI FI SHOOT 'EM UP

This is Imagic's answer to Star Raiders. It's very similar to both Star Raiders and Starmaster in many respects, although it is the only one without a galactic chart of any description. The idea of this game is not to get rid of all the nasties in the galaxy but simply to hunt out and pass through seven Star Portals before you run out of energy. This is also the only one that gives you a choice of weapons. You can have either Photons, which are slow, less accurate but more economical on energy, or Lasers which are fast, accurate but burn up lots of energy. All in all a very nice game in the Star Raiders genre but not quite as good as Starmaster.□

STAR WARS – JEDI ARENA

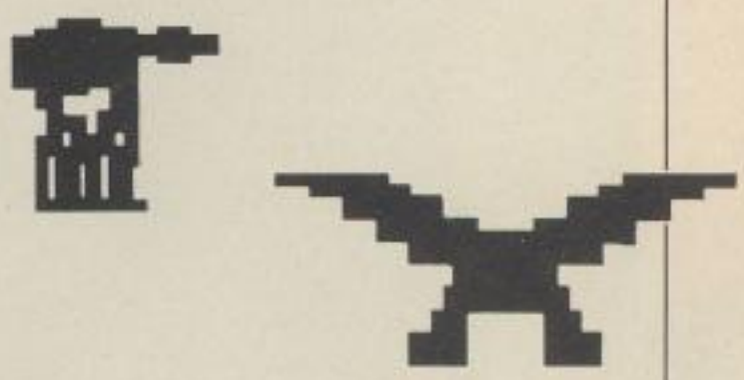
931507 Parker £29.95
1,1+1 single game paddles
MOVIE TIE IN

Although this isn't actually based on any of the films, it is inspired by some of the ideas. It is basically a Lightsabre duel with the help of a Remote, a little droid about the size of a snooker ball. Both you and the other Jedi are surrounded by protective walls made up of bricks that can be knocked out by aiming the Remote carefully. The rays from your opponent's sabre can be deflected by swinging your Lightsabre and blocking the shot. The battle rages until one of the Jedis in the Jedi Arena wins three matches. Good graphics and good sound help this idea along tremendously.□

STAR WARS – THE EMPIRE STRIKES BACK

93501 Parker £29.95
1,1+1 single game
MOVIE TIE IN

This game depicts the battle on the ice planet Hoth in Episode V of the Star Wars saga. You have control of a rebel Snowspeeder armed with a front mounted laser cannon. Your task is to prevent the advance of the Imperial Snow-walkers for as long as possible. A large number of hits are needed to destroy a Snow-walker but occasionally a bomb hatch will open and begin flashing, and if you can hit it you will destroy it straight away. Your speeder can sustain up to three hits but it can land in a valley for repairs. Every two minutes the 'Force will be with you' and you are impervious to the Imperial laser fire for a while. A must for anyone fond of scrolling shoot 'em ups in the Defender style.□



STREET RACER

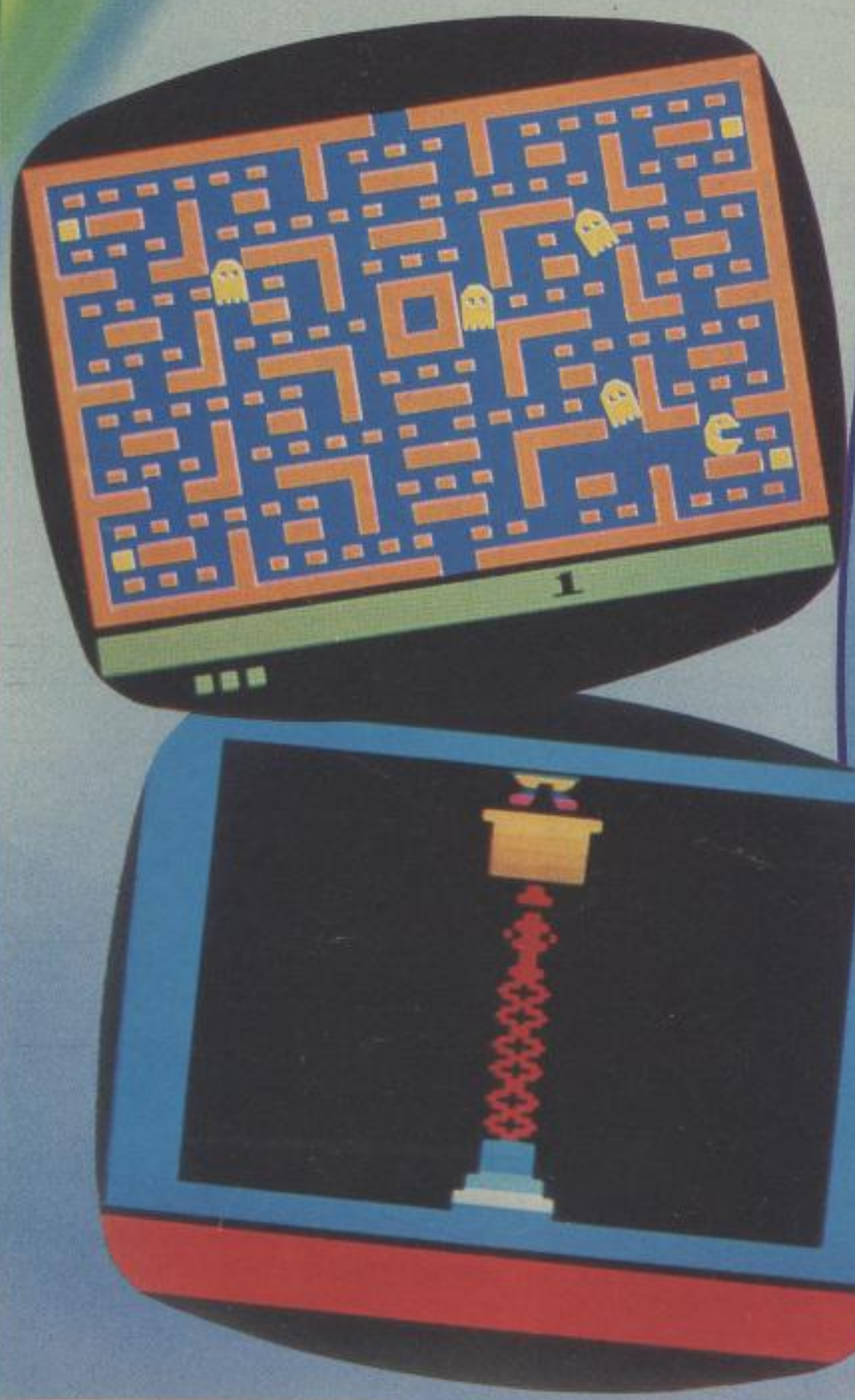
CX2612 Atari £18.95
1,1v1 27 variations paddles
DRIVING

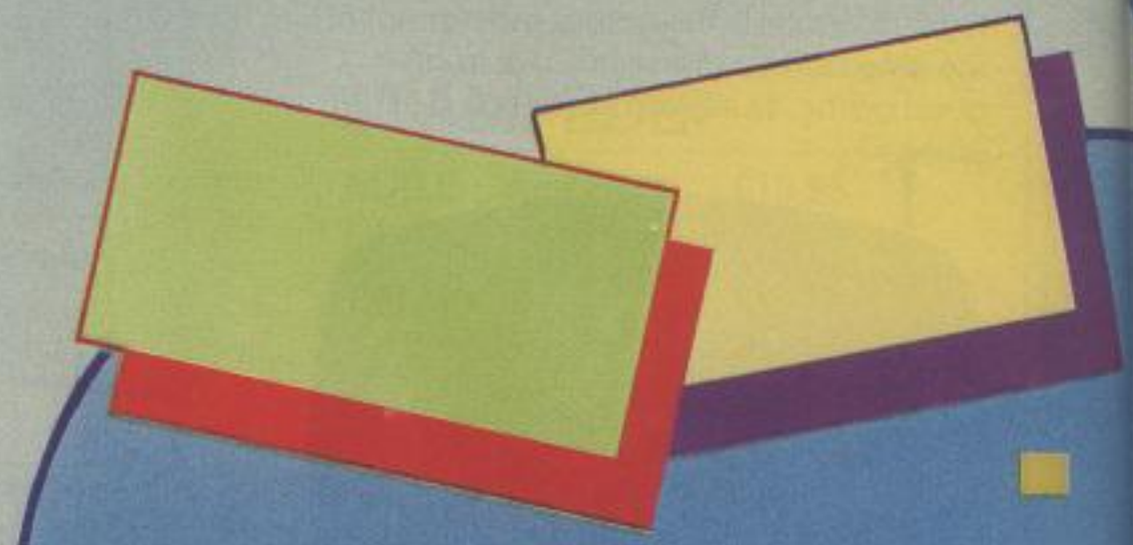
The idea is for you to avoid various obstacles that scroll down towards you as you drive. Each variation of the game has different obstacles to navigate around.□

WIN

the next five ATARI releases

You could be one of the first people in the country to play with the latest Atari games. The winner will have the next five Atari cartridges released in this country as soon as they arrive here from America – weeks before they appear in the shops. You'll have a head start over every other player in the country. Of course we wouldn't want just anybody to win – we want someone who will appreciate the games. So here's a chance to show just how much you *really* know about Atari cartridges...





See if you can answer these questions. They each refer to a different cartridge from the Atari range.

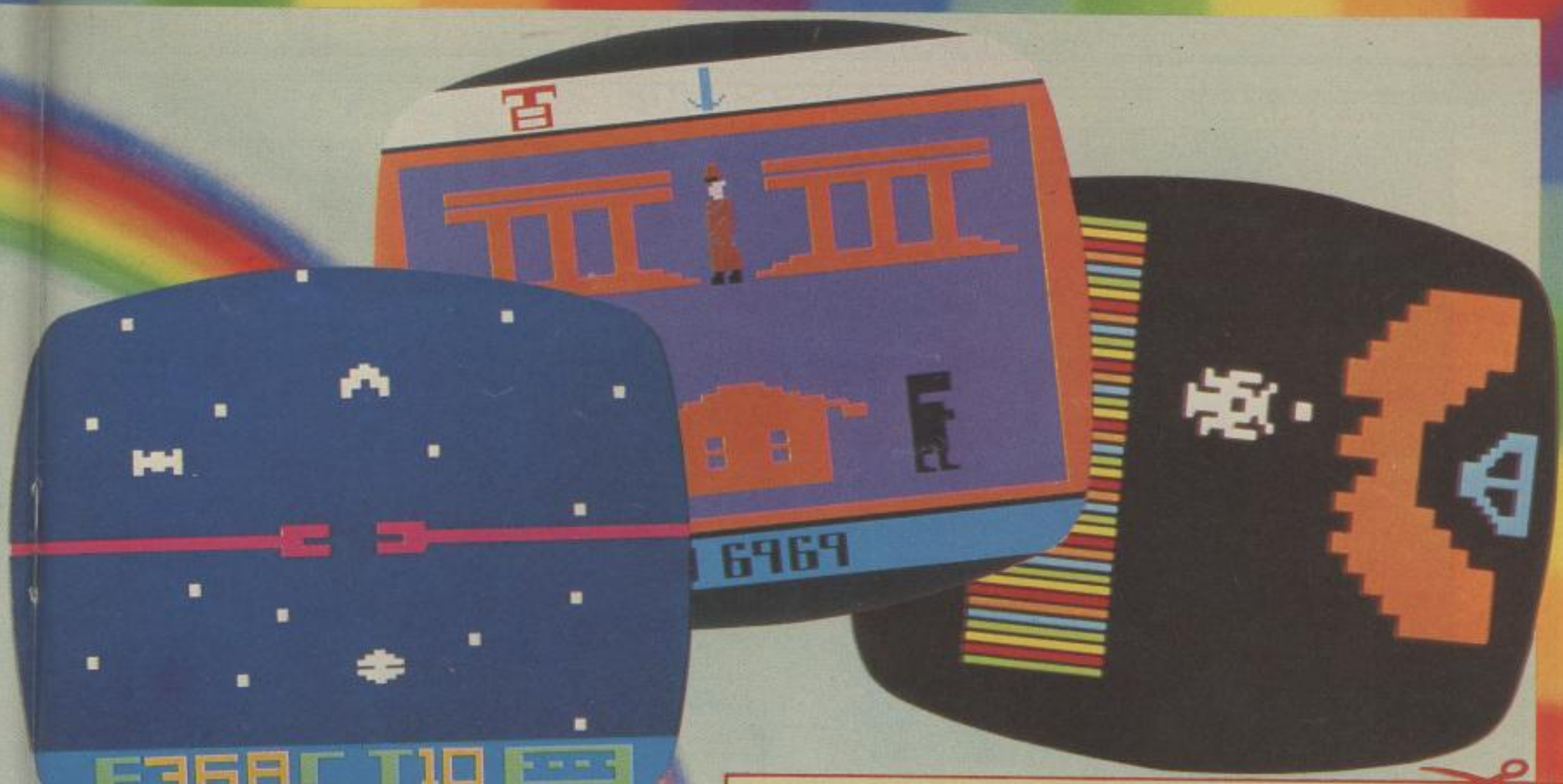
1. **A small boy in a striped jumper who helps a stranger from far away. The boy's name?**

2. **He has a whip and is threatened by snakes. His name?**

3. **He's an overgrown beachball who races round a maze eating power pills and ghosts. OK, that's easy – but what's the name of his girl friend?**

4. **They are a race of mutant flies. What's the name of their enemy?**

5. **In this game you have to use both hands to control your spaceship properly. What is the name of the game?**



Put your answers in the spaces on the coupon below and complete the sentence in question 6. Fill in your name and address, send it to us, and you could be on your way to winning!

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1 The prize will be awarded to the entrant who correctly answers the five questions above. In the event of a tie, the prize will go to the entrant giving, in the editor's opinion, the most appropriate completion to question 6.

2 The prize cartridges are to UK TV standards, though entries will be accepted from any country.

3 Entries must be received by August 31st, 1983. Winners will be advised by post and the results will be announced in the Christmas issue of TV Gamer.

4 Entries will only be accepted on forms from TV Gamer. Photocopies are not acceptable.

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6 Complete this sentence in not more than ten words. 'The best thing about my Atari is

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We'd like to know a little more about you so we can make this magazine just right for gamers! Will you please complete the questionnaire on page 63 and return it with your entry? It won't matter if you don't, it would just help us if you do. Thank you.

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Jedi Arena

The Star Wars saga continues .....in video games

A sneak preview of the new cartridge Return of the Jedi

Empire Strikes Back

In 1977 Star Wars took the world by storm. It was a film that broke new ground in terms of its exciting special effects and, as well as entertaining millions of people, it also inspired many video games designers.

It was Star Wars, more than any other film, that led to the popularity of sci fi video games in arcades. Certainly some of the earlier coin-ops such as Star Hawk, Tailgunner and Space War must attribute some of their success to Star Wars.

As games began to be brought into the home and plugged into TV sets, more Star Wars-inspired cartridges began appearing, which sometimes even featured spacecraft closely resembling the TIE fighters and X wing aircraft of the film.

These games were inspired by such themes from the films as the enthralling dogfights and the 'trench scene' – in which the 'Death Star' has to be destroyed by rebel spacecraft zooming along a trench to make a precise hit on the target.

And yet it wasn't until last year that an official Star Wars game came onto the market – that is, a game with rights to the name and the backing of the film's distributors. It was from the firm of Parker, who managed to do a brilliant job in translating an episode from The Empire Strikes Back into an exciting game – the great skill lies in making the game look recognisable as a scene from the film.

Parker have the licence for games based on the Star Wars films, and are releasing two games based on the third film of the series – The Return of the Jedi.

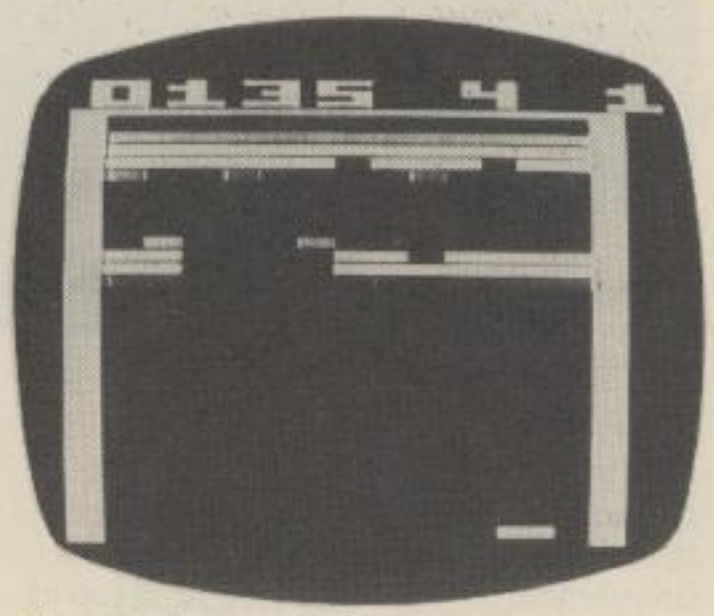
The first, subtitled Death Star Battle, recreates a key battle scene between the Imperial Forces and the Rebels around the wreck of the Death Star, the planet-destroying imperial super weapon smashed by Luke Skywalker in the first film. The second game, Return of the Jedi-2: EWOK Adventure, will not be released until later this year, and we'll have more about it in our next issue.

The games already available – The Empire Strikes Back and Jedi Arena – are reviewed in this section.

SUPER BREAKOUT

CX2608 Atari £19.99
1,1+1 9 variations
SKILL BAT 'N' BALL

After the success of the game Breakout, Atari decided to make a sequel. Even though the idea has been refined, it failed to achieve the same interest as the original, probably because gamers have become a lot more sophisticated since Breakout appeared on the market.□



Super Breakout

SUPERMAN

CX2631 Atari £24.95
1 single game
ADVENTURE

Assuming the role of the Man of Steel, the object is to put a number of crooks in jail (including the elusive Lex Luthor), re-assemble the Metropolis State Bridge and avoid the dreaded Kryptonite.□

SURROUND

CX2641 Atari £14.95
1,1v1 14 variations
SKILL

An early VCS game that is still popular. The aim is to surround your opponent with the wall you are building behind you. Graphics aren't up to much, the sound will drive you potty but the game itself is fun.□

TANKS BUT NO TANKS NEW!

707111 ZiMAG
1,1+1
COMBAT SHOOT 'EM UP

If you're a VCS owner and you like the game Combat then this game's for you.

You begin the game in a multi-coloured maze next to your base which you must defend by destroying the 20 tanks that attack from the top of the screen. Your task is to shoot them all before you use up your five lives or your base gets hit, whichever occurs first.

If you do manage to shoot down all 20 then you progress to the next level, which has different scenery and faster action, then to the third.

The two player version of this game is the same as game one except that you have alternate control of the tank. This is disappointing as there was scope here for a good two player game in which you pit yourselves against the computer tanks.

The graphics on this game are adequate and certainly better than those of Atari's Combat. It should appeal to all those who still play Combat without getting bored.□

TAPE WORM

SA204 Spectravision £19.95
1,1+1 4 variations
CHILDREN'S SKILL

Despite its rather unsavoury title the game itself is actually a hi-tech version of Surround. Slinky, the hero, trots around the screen trying to get to the beans before the spider at the bottom of the screen gets to the fruit. As Slinky progresses, he encounters more valuable fruit and sneakier adversaries. A great game for all those who liked Surround.□

TENNIS

AG007 Activision £18.95
1,1v1 4 variations
SPORT

The best sport simulation of all time for the VCS – which is praise indeed as it has been on the market now for three years.

Instead of the old Pong-type bat 'n' ball games this one has both realistic players and proper tennis rules, so you can have your own little Wimbledon. A lot of care has been taken on this game and many nice little touches – such as the ball being given a shadow – have been added.□

3-D TIC TAC TOE

CX2618 Atari £14.95
1,1v1 9 variations
CLASSIC

This is a three layered version of noughts and crosses which calls for a planned strategy if you are to beat the computer. Quite a good screen translation of a board game that became popular in the mid 70s.□

TRICK SHOT

1A3000 Imagic £22.95
1,1v1 14 variations
SPORT

Fancy playing a little Pool? With Trick Shot you can. The screen is a pool table and your joystick is your cue. The graphics are good but the sound leaves something to be desired.□

TRON – DEADLY DISCS

5666 Mattel Electronics £12.95
1 single game
MOVIE TIE-IN SHOOT 'EM UP

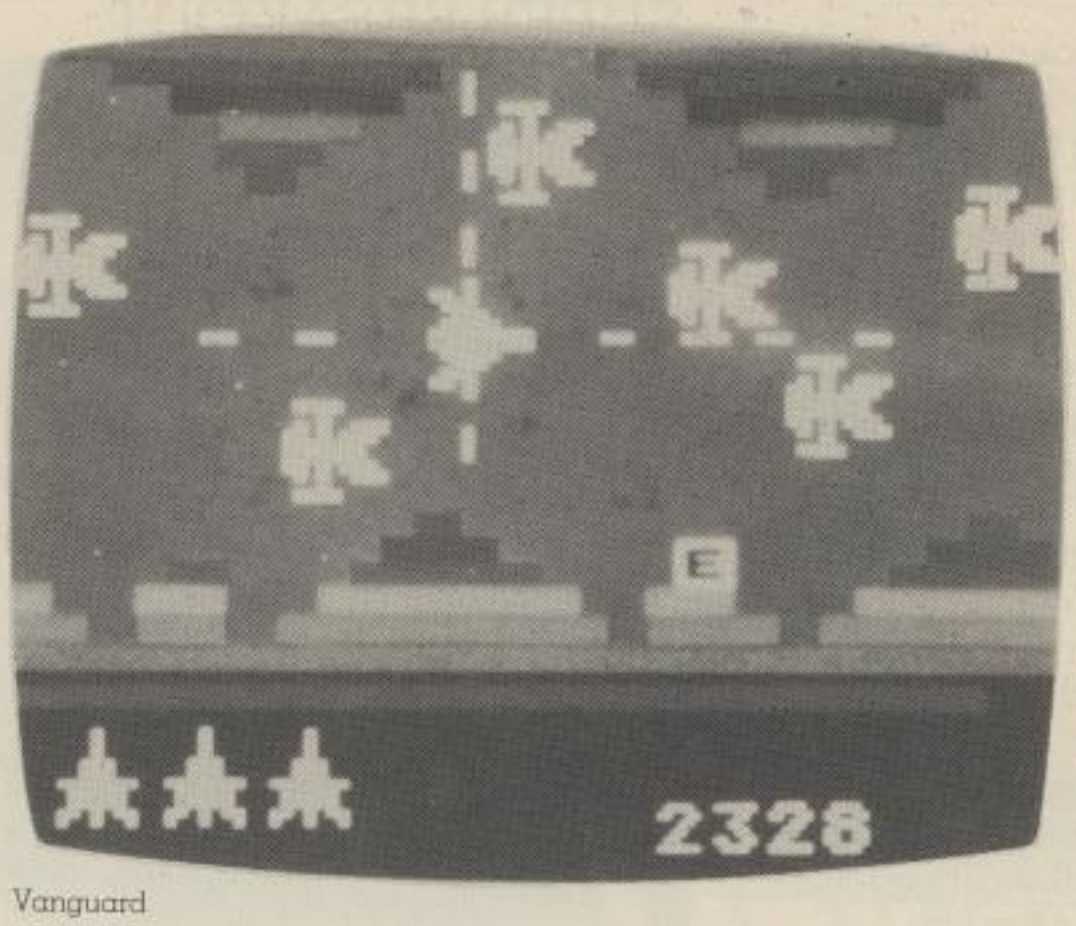
Based on the Walt Disney hit film, the first to use high resolution computer graphics in some of the scenes. This particular game is based on the disc battles that Tron and the other captured programmes had to go through. You control the little blue Tron figure around the game grid, avoiding the Red Warriors' discs whilst despatching them with yours. The game looks deceptively simple at first, but in fact is very challenging.□

Tron – Deadly Discs

VANGUARD

CX2669 Atari £29.99
1 single game
FANTASY SCI FI SHOOT 'EM UP

This game certainly tops the chart for the most colourful video game around. It is set in a series of caverns which are controlled by the evil Gond. You must lead the Vanguard expedition in your space 'copter and destroy Gond before he destroys you. On the way you are confronted with a variety of dangers including enemy fighters, force fields and energy barriers. At the beginning of each game and at each turning point you are shown a map of the route. The nice thing about this is that when the caverns are horizontal the screen scrolls from right to left and when the caverns are vertical the screen scrolls from top to bottom. The graphics are truly excellent. The cavern walls are rainbow coloured and the bands seem to merge into each other to achieve a very spectacular effect.□



Vanguard

VENTURE **PREVIEW**

COL75283 CBS Electronics £29.95
1 single game
ADVENTURE

In this game a female Pac-Man runs around a series of rooms picking up treasures as she goes. You are shown a map of the rooms (there are four to a level) which you have to visit in order to pick up the treasure. The rooms look rather like the mazes in Berzerk and are infested by little blue beasts which you have to shoot.

An interesting game but nowhere near as good as its sister version for Colecovision.□

VIDEO CHECKERS

CX2636 Atari £14.99
1 19 variations
CLASSICS

For those who don't know, checkers is American for draughts. This is just the cartridge version of the popular board game and unless you're a real addict of the game, rather limited in its interest.□

VIDEO CHESS

CX2645 Atari £18.95
1 8 levels
CLASSICS

There are 8 levels of play on this cartridge ranging from novice right up to grand master. It takes up to 12 (that's right, TWELVE) hours per move, which can mean you leaving your VCS on for possibly weeks at a time.□

VIDEO OLYMPICS

CX2621 Atari £18.95
1v3 50 variations paddles
SPORT

A collection of fifty Pong variations for one, two or four players at a time. The graphics and sound are unremarkable but the cartridge is worth buying, if only as a record of how unsophisticated video games were only five years ago.□

VIDEO PINBALL

CX2648 Atari £14.99
1,1+1 4 variations
SKILL

This is a game that attempts to recreate the atmosphere of an old fashioned pinball machine. It features drop targets, rollovers (shaped like an Atari symbol) and a trio of thumper bumpers. You're given two flippers and you can vary the speed at which you initially fire the ball (you can also 'tilt' – guide the ball in your favour – to a certain extent but the game isn't stupid and will stop you). Compared with all the other Pinball games around for video, this one is about the best to date and certainly a lot cheaper than buying a pinball machine.□

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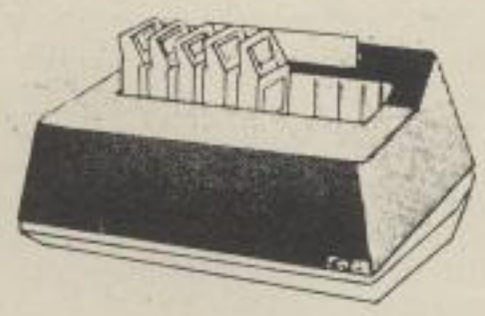

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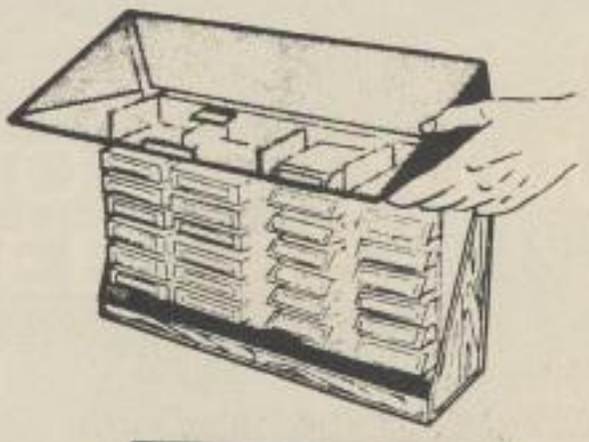

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VOLLEYBALL

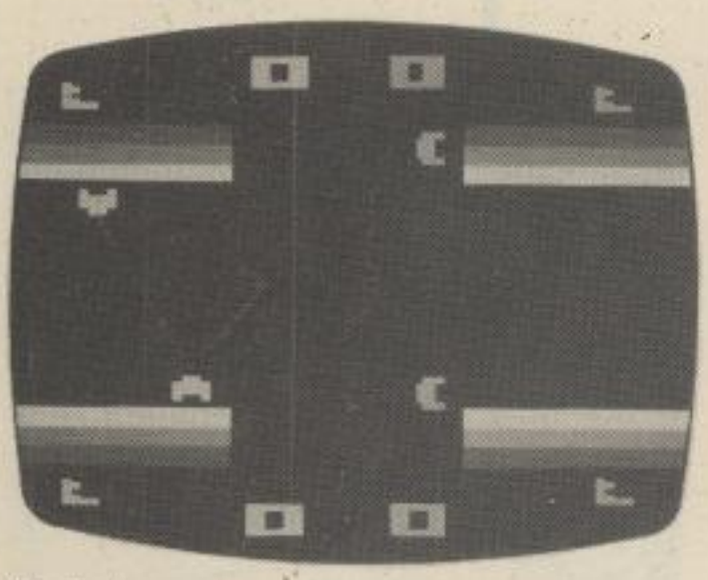
CX2666 Atari £19.99
1,1v1 4 variations
SPORT

First in a series of Atari Realsports. The game itself complies quite closely with the official rules of the game volleyball. It may fail to generate much interest unless you are a fan of the sport.□

WARLORDS

CX2610 Atari £19.99
4 23 variations paddles
COMBAT

A strong medieval theme to this game. You're in control of the Guardian that patrols your castle, which is made up of 'Breakout' bricks, four layers thick. You must stop three rival Guardians knocking a hole through the castle wall with fire or lighting balls. If your king is struck it will mean instant death to you and him. At first glance this game looks a bit crude and simple but it's worth pursuing. It's a fast-moving, all action cartridge with some nice graphic touches.□



Warlords

WIZARD OF WOR

COL75358 CBS Electronics £29.95
1,2 2 variations
MAZE SHOOT 'EM UP

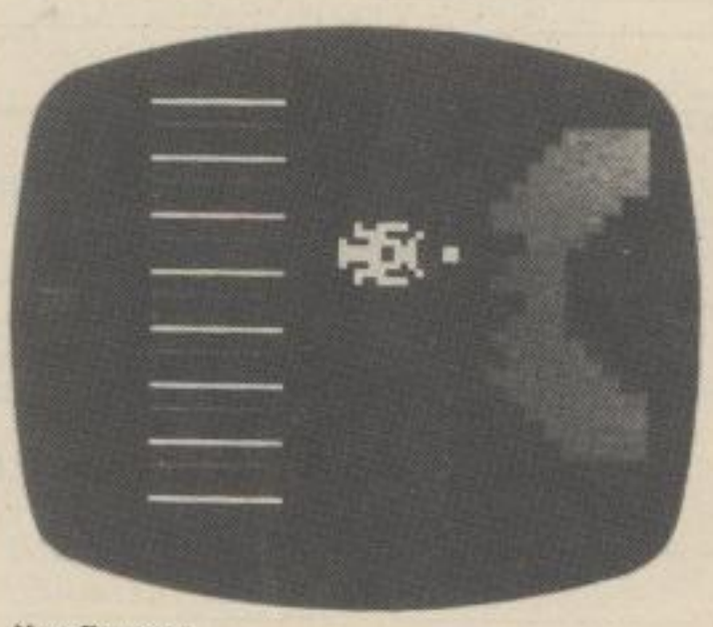
This title is also available in Intellivision and Colecovision formats. You are a Space warrior trapped in a series of mazes, inhabited by roaming monsters who are trying to shoot you. You must shoot them instead and progress through the mazes until you run out of lives. In certain mazes a demon appears who runs round the maze much more quickly than the monsters. If you shoot him you will either get a big point bonus or a chance to take out the Wizard himself. If you succeed at either of these you are treated to a graphics display in which the maze flashes in different colours – very rewarding. One of the best and most challenging maze games around.□

YARS REVENGE

CX2655 Atari £24.99
1,1+1 7 variations
SCI FI SHOOT 'EM UP

One of the few Sci Fi games from Atari that was not previously an arcade game. The idea – and the characters – are totally original. The game features the Yars, mutant houseflies, and their opponents the Dreaded Quotiles (pronounced Quo-Tiles). The object is to blow up as many Quotiles as possible before you lose all your Yar Scouts. To do this you must knock a hole through the wall surrounding the Yars and then use the Zorlon Cannon (your secret weapon) to blast the enemy. When this is achieved, you receive quite a visual treat.

It's a pleasant change to discover an original space game, and even better to find one as good as this.□

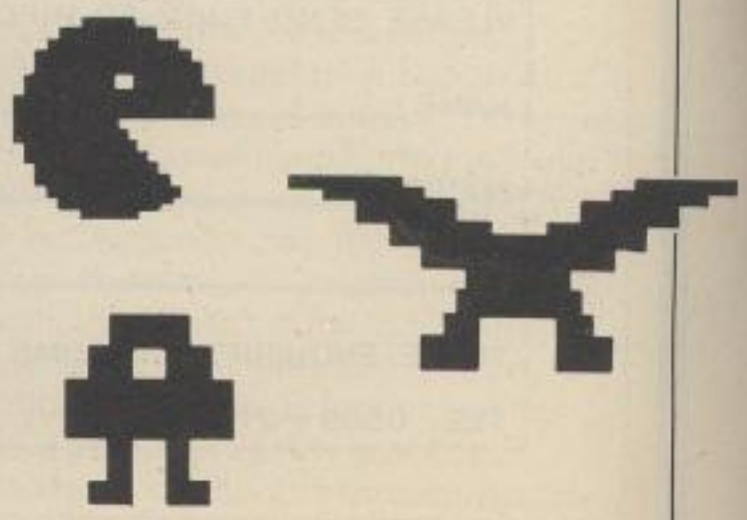


Yars Revenge

ZAXXON NEW!

COL75275 CBS Electronics £29.95
1 single game
SCI FI SHOOT 'EM UP

This is a space game with a novel setting. You are in a Starfighter armed with a laser and flying over a series of space platforms. One of the platforms contains your arch enemy, the evil superdroid Zaxxon. Along the way, as in such games as Scramble, you have to bomb missile silos and installations as well as enemy fighters. The big difference between this and the Colecovision version is that with the VCS version you get a head-on view of the Space Platform instead of the angled view you get on Colecovision and the Sega coin-op.□



The high value of the video game market continues to attract many companies. But few have the research and development capabilities or resources to produce a winning system. CBS Electronics has those capabilities and CBS Colecovision is the system.

Already one of America's best selling video game systems. The technologically advanced CBS Colecovision system has been developed in tandem with extensive consumer research.

CBS Colecovisions' advanced technology gives superlative graphic resolution and sound effects which combine to produce greater on-screen realism.

A realism previously only found on large format arcade games.

CBS Colecovisions' hand controllers have been specifically designed to incorporate excellent fingtertip game play control through the 8 direction joystick and 2 fire action buttons.

In addition to being a game playing unit, the CBS Colecovision console can be expanded via the unique Expansion Module Interface.

So when other systems are outdated CBS Colecovision will still be going strong.

Expansion modules available in 1983 will include an Atari® converter module, a Turbo Driver Module,™ and an advanced Home Computer Module.

We feel that the time and care put into developing and researching CBS Colecovision will help make it the most popular video game system in Britain.

CBS ELECTRONICS

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WHEN IT COMES TO VIDEO GAMES, IT CAN'T BE BEATEN.

COLECO

A new system with excellent graphics and great potential

The Colecovision is billed as a third generation games system because of its memory capacity, its graphics quality, and its expandability.

One thing is evident: Coleco have done their homework and learned from the mistakes made by Atari and Mattel.

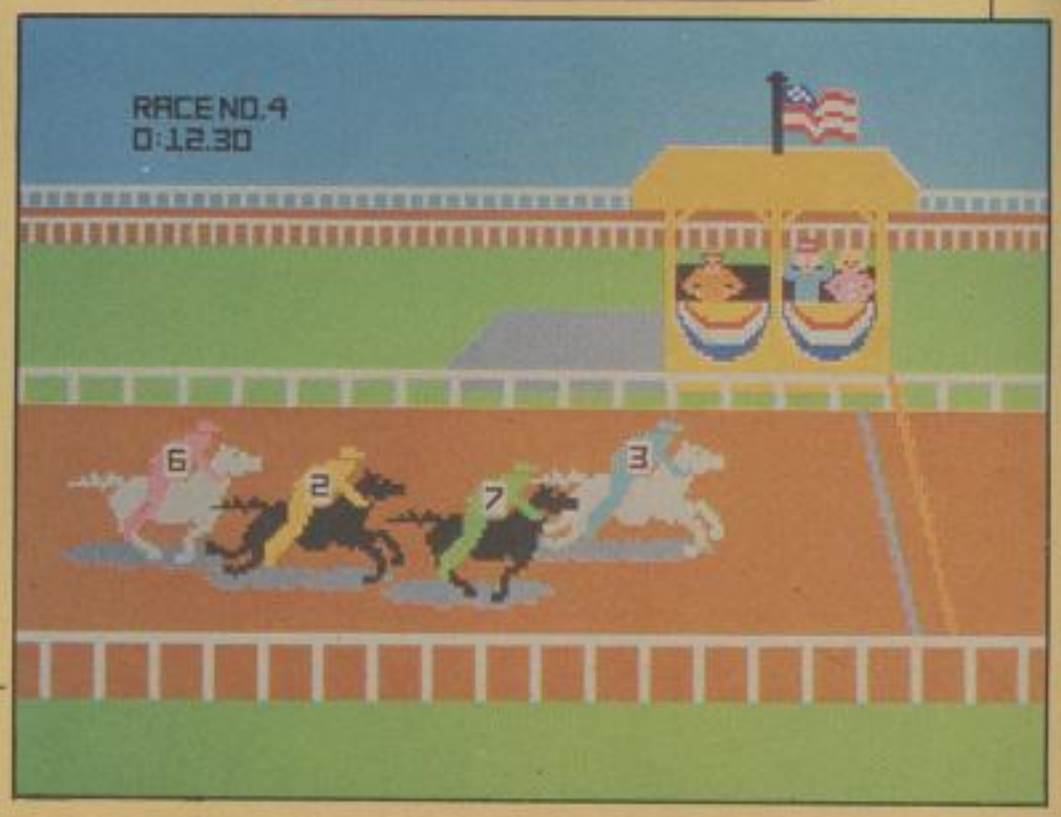
The console has a bigger memory (32k) than a VCS and an Intellivision put together. They have also produced a very good initial software range in which arcade games are well featured, with licences from top arcade names like Sega, Universal and Bally/Midway. With the excellent graphics and large memory some very good conversions are possible.

The Colecovision console has space for two all-in-one multi-purpose controllers, which include an eight direction joystick, a touch sensitive twelve button keypad, and two independent 'fire' buttons. These controllers are detachable so that others can be used, or a faulty one exchanged. When not in use, the whole thing packs neatly away.

As it comes, it's an excellent piece of equipment, with a slot for its own type of games cartridges, made by CBS Electronics. They alone will take full advantage of all that the unit offers. On the front of the console is another slot, labelled 'Expansion Module Interface' and called by Colecovision their 'window on the future'.

This is where you can add an impressive array of additional goodies. Firstly, and available now, is a Turbo module. This is a large controller which includes a steering wheel and a foot operated accelerator, while one of the ordinary controllers fits into it with the joystick acting as a gear lever. Currently it comes with a road race game, but it is so elaborate that other uses are bound to follow.

A second module due out shortly will enable Colecovision owners to plug in and play their Atari cartridges. This will give the new Colecovision owner a choice of over two hundred games – the Coleco



Consumer research has shown that the most popular software cartridges are those based on arcade game formats.

CBS Electronics have available some of the most popular arcade games and offer an exclusive range of software titles.

Through exclusive licensing agreements with major arcade game manufacturers CBS Electronics has access to many of the top earning arcade games and can convert them for video use.

The nature of these licensing agreements is such that CBS Electronics can produce their exclusive games in the Atari® VCS™ Modeand MattelIntellivision™ mode as well as for CBS Colecovision Video Game System. Maximum technology is built into every cartridge to produce the best possible visual and audio effects when played on compatible hardware.

Software cartridges available in 1983 include Donkey Kong, Venture, Smurf, Cosmic Avenger, Mousetrap, Ladybug, Carnival, Turbo, Zaxxon, Gorf and Wizard of Wor.

The very nature of the arcade game business dictates that new, hot selling games will become available in the near future and these will be converted to video game format by CBS Electronics as soon as possible. It's for these reasons CBS Electronics are confident at beating the leaders at their own game.

CBS ELECTRONICS

Atari® and VCS™ are trade marks of Atari Inc. Intellivision™ is the trade mark of Mattel Inc.

WHEN IT COMES TO VIDEO GAMES, WE CAN'T BE BEATEN.

range, together with the entire selection for the Atari.
Where a Coleco version exists this will give the superior picture that Coleco can produce, but Atari have collected some very good games in the past and their version is often the only one available. You just fit the adaptor, plug in the cartridge and play, using the Coleco controllers.

There are also a couple of sockets for special Atari controllers, so all your extra joysticks can still be used. We haven't had a chance to get our hands on one of these adaptors for the kind of thorough testing we like to give new equipment, but it seems possible that this unit would allow you to use Atari controllers on the Colecovision's own games, should anyone want to. Details will be published as soon as available.

Another module which is promised is a typewriter keyboard which will convert the console into a which will convert the console into a respectable home computer. Since it has already got a reasonable amount of memory built-in, as well as the bits and pieces necessary to produce a screen display better than many computers can achieve, then the combination may well prove to be a serious contender for anyone who wants to expand to a computer without abandoning the high quality picture they are used to.

This is the most recent TV game system, indeed it's only just coming on the market now. Remembering that the Atari is still being developed some five years after its designers thought they had finished, then the Colecovision must yet have a good few surprises in store. And once thousands of users start experimenting to find its limitations, they will probably find a few tricks of their own.

If you do, write in and tell us and we'll share your hints and tips with other gamers.

CARNIVAL **PREVIEW**

COL74302 CBS Electronics £29.95
SHOOT 'EM UP

This game sets out to recreate the charm and excitement of an old time shooting gallery. You have to shoot down the toy ducks, bears and rabbits as well as the clay pipes at the top of the screen. You have limited ammunition which the ducks will try to eat if they get too low on the screen. The graphics and sound are far superior to those in either the VCS or the Intellivision versions. There is also a bear shoot which doesn't appear in the other versions.□

COSMIC AVENGER

COL74310 CBS Electronics £29.95
SCI FI SHOOT 'EM UP **PREVIEW**

Rather like the arcade game Scramble, Cosmic Avenger is a scrolling multi-phase shoot 'em up in which you fly over the landscape using lasers and bombs to destroy everything in sight.

The graphics and sound effects are very good indeed and the game should appeal to all Scramble fans and Space gamers.□

DONKEY KONG

CBS Electronics Free with console
CLIMBING

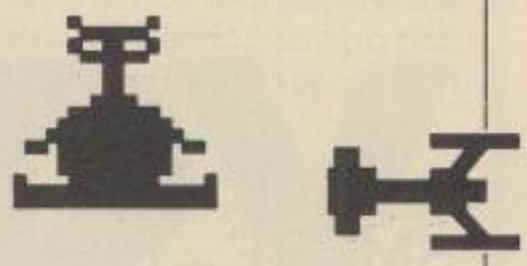
This is the game that comes free with the Colecovision when you buy it. Naturally, they have chosen a cartridge that shows off the system to good advantage, and this game certainly does that. The game is based on the arcade game Nintendo, which has almost a cult following in America. The Kong in the title is King Kong, by the way, and the idea of the game is to guide a little character called Mario to the top of a skyscraper to rescue his girlfriend from Kong's clutches. To do this he has to climb scaffolding around the building. However, all the time little Mario is climbing up, Kong is busy throwing barrels down. Mario has to jump over them ... or you start again with another little Mario!

The resemblance to the coin-op version is quite staggering, and although CBS Electronics make versions of this game for both Atari and Intellivision, neither of them are comparable in quality. We were so impressed with Kong that we got our artist to draw him for our front cover!□

GORF **PREVIEW**

COL74344 CBS Electronics £29.95
SCI FI SHOOT 'EM UP

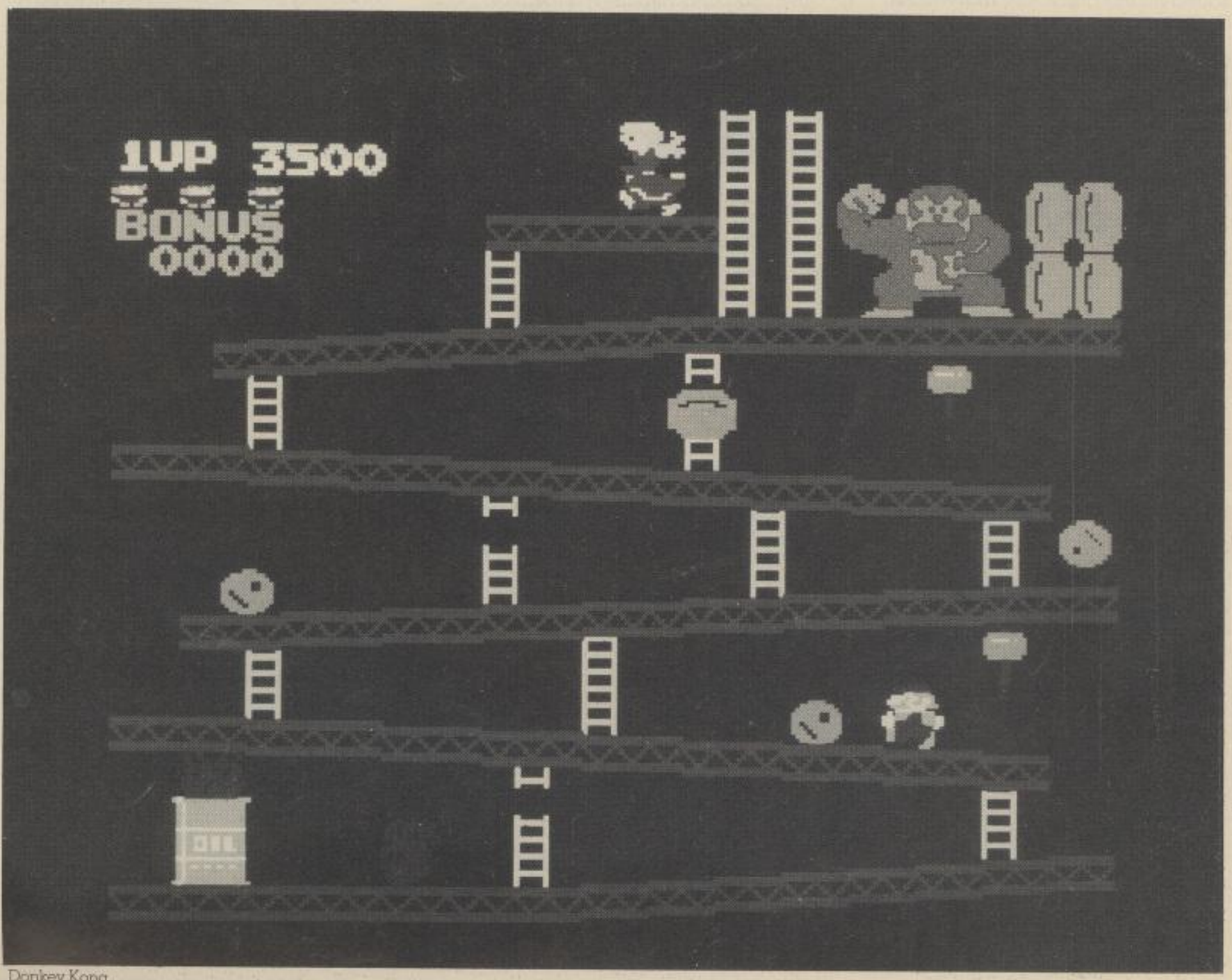
A popular coin-op that has survived the translation to Coleco very well, as most arcade games do. The idea in Gorf is to shoot your way through several different phases of interstellar conflict. For a more detailed account of game play see Intellivision and VCS versions.□



LADY BUG **PREVIEW**

COL74328 CBS Electronics £29.95
MAZE

A run of the mill Pac-Man-type game but with a difference. Some of the walls are hinged and will move if pushed by your Lady Bug, so you can if you like change the maze – or better still, block off your pursuers. Worth buying if you're desperate for Pac-Man on the Coleco system.□



Donkey Kong

MOUSETRAP ☆

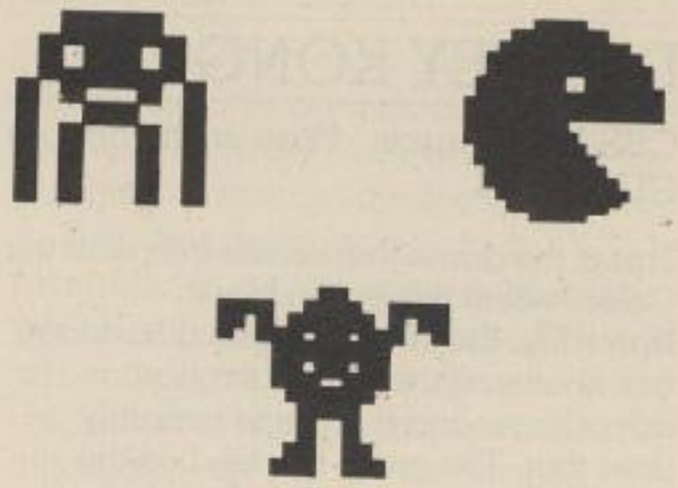
COL74294 CBS Electronics £29.95
MAZE

A Pac-Man-type game, although of a much higher calibre, which comes accompanied by an up tempo melody that's really very good. In Pac-Man's place is a little mouse that zooms around the maze eating cheese crumbs, while being chased by some cats and a bird. If the mouse eats a Power Pill, located in each of the four corners, he turns into a dog and can chase the cats. This game runs rings round Pac-Man.□

SMURF – RESCUE IN GARGAMELS CASTLE ☆

COL74260 CBS Electronics £29.95
CHILDREN'S ADVENTURE

This game is based on the highly popular TV characters. You have control of a little Smurf who must make the epic journey to Gargamels Castle to rescue an imprisoned Smurfette. Along the way you must jump gates and hills and duck to avoid bats. Both the graphics and sound on this game are marvellous. Children will love it.□



TURBO ☆

COL74518 CBS Electronics £49.95
DRIVING

Based on an arcade game – as are most titles these days – but with a difference. Instead of having to shoot everything in sight, your driving skills are put to the test in a break-neck speed chase. The game comes complete with a driving controller, consisting of a steering wheel, foot accelerator and hand controller which acts as a gearstick. The great thing about this game is the constant change of settings. Starting off in a city, the scene progresses through countryside, desert, winding roads, tunnels, even making a brief trip to the sea-side. Well worth the initial outlay since the controller is included and visually it is the most exciting driving game around.□

WIZARD OF WOR

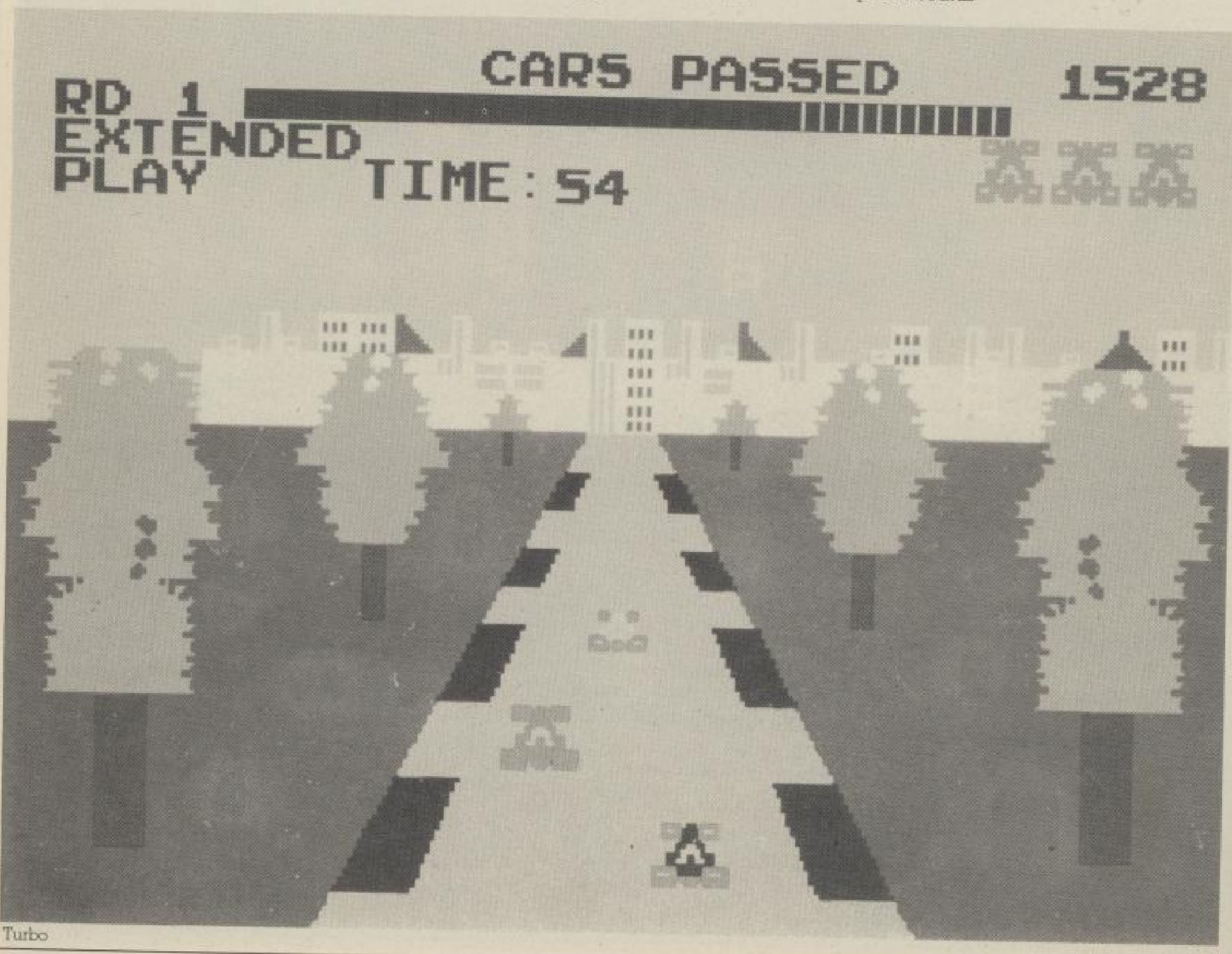
COL74351 CBS Electronics £29.95
SCI FI SHOOT 'EM UP **PREVIEW**

As with most of the games that CBS Electronics produce the game play is much the same as in both VCS and Intellivision versions but the graphics and sound are superior. The Coleco version is very faithful indeed to the arcade game.□

ZAXXON ☆

COL74278 CBS Electronics £29.95
1+1 4 variations
SCI FI SHOOT 'EM UP

This game is based on the popular coin-op by Sega. With control of a small Starfighter armed with a front laser, you must fly across a series of Space Platforms destroying all the installations as you go. After leaving each platform you have a brief flight in space and a space dog-fight with enemy fighters. This is the only game on the market that scrolls diagonally and Coleco really have made a convincing job of it. The graphics and sound are superb. All in all, this is about the best video game translation from arcade to home so far produced.□



Turbo

GAMERS GLOSSARY

Activision
The first company other than Atari to make VCS games. The company was founded by David Crane, Bob Whitehead and Alan Miller, who were all ex-Atari employees.

Adventure Games
Games in which the gamer acts a part in a story, with the game playing other parts. There is usually a random element, so that no matter how often you play, the details are different each time. Many of these games take up large amounts of memory, and may take hours or even days to play. Due to the limitations of memory size on today's video games systems, only simplified versions are available in cartridge form.

Arcade
A place where large, self-contained video games only work when frequently fed with money!

Atari-compatible
Games cartridges made by companies other than Atari to fit the Atari system.

Cartridge
A small plastic case containing a printed circuit board on which a number of silicon chips are mounted. These include **ROM** chips containing the **program** for one or more video games. There are no moving parts and it is difficult to damage with normal use – but can be ruined electrically if not handled with care.

Cassette
A standard audio cassette is used by most small computers to store games and other **programs**. They are cheaper but slower to use than **cartridges**. So far, none of the video games on the market use cassettes, although there is a device in America for the Atari which may come here.

Coin-Op
The term given to a coin-operated arcade game machine, such as the original Space Invaders that crops up in so many pubs and clubs as well as arcades.

Compatibility
Your system of TV, games console and games cartridge must all be compatible in order to work together.
1. Obviously, they must fit together. You can't get an Intellivision cartridge into an Atari, for example.
2. Even if you could, the game wouldn't work since it would be in the wrong 'language'.
3. All components must be for the same TV and colour system. America and France use a system with only 525 lines on a screen (we have 625). France uses a colour system called SECAM, while we use PAL and American and Canada use NTSC. You don't need to understand these terms, and as long as you get your TV set, video game and cartridge from shops in Britain, you shouldn't have any trouble on this score. But don't be tempted to bring back a bargain from your holiday abroad, or to send for cartridges advertised in imported magazines – they may not work satisfactorily.

Computer
A device using modern technology to create a very fast calculator able to handle words and pictures as well as numbers. It is told what to do by a **program**. Video games systems are computers made specially to play games using **programs** held on **cartridge**.

Console
The working part of a video game system. Usually a box which stands on a table, with means of controlling the game or selecting from the alternatives on the cartridge. It usually has an on-off switch, game reset, difficulty switches or volume controls, as needed. Normally needs a **power supply**, **controllers** and games **cartridges**, to make it work. All the systems reviewed in this magazine come complete with all necessary components and one game, ready to play.

Controllers
The part of the game you hold in your hand and move to control the action on the screen. May be paddles which only allow movement across the screen, or joysticks which allow movement anywhere on the screen. Joysticks usually include a 'fire' button. Several games come with special controllers, such as steering wheels for car chase games, and some recent space games have used two controllers at once to allow a variety of things to be controlled at the same time. One of the more expensive new types available is the 'Track ball' which looks rather like a billiard ball just visible in a box. Atari and Coleco have detachable controllers, but Intellivision does not, and although Vectrex does, there are no controllers made to fit it other than the twin of the one it comes with, for two player games.

Cursor
Not someone who goes around cursing everyone, but the name given to a square or pointer that indicates where you are represented on the screen.

Discs
These come in two kinds, floppy or video. Most small computers can expand to use floppy discs, which are plastic coated with a magnetic layer. They are used to store **programs** and data in much the same way as an ordinary **cassette**, but in a way that is much faster to use. Not used by any video game. Video discs are capable of storing vast quantities of information, and could be used to pro-

duce video games of fantastic quality and realism. This is several years away at present, but is certainly being developed in Japan and America.

Droid
Term made famous in the film Star Wars for robot or android.

Gamer
Slang term for an enthusiastic and knowledgeable video games player.

Graphics
This is the term given to the pictures on the screen. It comes from the way their position is specified in the **program**, which is by means of an 'X' and 'Y' axis which can be plotted out on graph paper, hence the term. On a conventional TV, the points that are plotted are little squares known as **pixels** which vary in size depending on the machine used and the amount of memory available. The smaller the **pixel** the more realistic the picture.

Hardware
A term for those parts of the system you can touch – the 'real', solid parts. The invisible **programs** are known as **software**.

Hyperspace
A last resort method of escape whereby you disappear from where you were and reappear elsewhere on-screen. This may or may not be to your advantage in the game. Many Space games have this feature or one similar.

Imagic
The second Atari-Compatible software manufacturer to start up, again using ex-Atari employees. The most famous among them is Rob Fulop, who designed several of Atari's greatest hits before leaving to join Imagic.

Keyboard
Device like the keys on a typewriter used to write progams into a computer. Keyboard units to plug into your **console** and turn it into a **computer** have been talked about for all the systems we cover, but it's unlikely that they will be in the shops before Christmas 1983.

Intellivision have also developed an organ keyboard, if you like that kind of thing!

K, Kilobyte
A measure of the size of the memory in, or needed by, a game or computer. Most video games are 2k, 4k or sometimes up to 6k. If you want to know more, get a book on computers from your library.

MCP
The Master Control Program. This was revealed to the world in the film 'Tron'. As far as we know, no video game has yet rebelled and taken over its owner – but you'd better be kind to your console, just in case...

Menu
Not what you can have for lunch, but much the same thing. In video games and computers a menu is a list of choices ... which variation, how many players, and so on.

Multi-Board
Most adventure games are Multi-Board. This means that as a player exits one side of the screen he will step off into another screen with a different background and different objects. A good example is Raiders of the Lost Ark.

On Screen/Off Screen
When an object is On Screen it is being displayed on the screen at that time. If it is Off Screen then it is still within the game's memory but is not being displayed at that time.

Parker
Until quite recently Parker were only known for their board games. Now they have established themselves in the video games field, producing **VCS** games and developing games for other systems.

Pixel
A pixel is the smallest part of the TV screen that can be coloured. If you imagine the TV screen to be a sheet of graph paper, then a pixel would be one of the little rectangles formed by the lines. Take a close look at the screen during your next game and you'll see what we mean. The smaller the pixels the better the picture. (Vectrex forms its pictures in a different way, so you won't find the same effect.)

Power Supply
A device for taking mains voltage and reducing it to suit the needs of a video game. Usually looks like an overgrown plug. It forms a separate unit on Atari, Intellivision and Colecovision, but is built in to Vectrex.

Program
No, it's not just that we can't spell. It's become standard in computer circles to use the American spelling 'program' to mean a series of instructions for a game or other activity to be carried out by a computer, and to use the English spelling 'programme' to mean something on television.

Programmer/Designer
A person who invents video games and/or writes the games instructions and **programs**.

RAM
'Random Access Memory'. Another kind of silicon chip which stores **programs** for electronic equipment, including games. Storage is temporary, and needs power to maintain it – RAMs forget when switched off. Can be read and changed whilst in use.

Rapid Fire Module
An American device which fits between the controller and an Atari. (We've not heard of one to fit any other game.) It gives continuous firing for as long as you hold the 'fire' button down. Will only work on some games. At least one joystick controller has this facility built in.

Raster Graphics
The normal TV type of picture, built up by a regular pattern of horizontal lines on the screen. This system is used by most arcade and all home video games except for Vectrex which uses **vector graphics**.

ROM
'Read Only Memory'. A special kind of silicon chip which stores **programs** for an electronic device. May be found in calculators, washing machines, watches, computers, video games, and anything else which uses electronics. Needs no power to preserve its memory. Can be read by a computer or game but can't be altered.

Resolution
The Resolution of the **graphics** dictates the amount of detail in the pictures produced. VCS or Intellivision can only achieve Low to Medium Resolution graphics whereas Colecovision can achieve High Resolution (or Hi-Res) graphics.

Screen
Obviously, the front of a TV set. Also used to describe a 'chunk' of a video game – for instance, 'Adventure' has nine screenfuls of play area. With this type of game, when you reach the top, bottom or sides of the screen you are on, the whole screen changes to another picture area. With a Scrolling screen, you remain in, or near, the centre of the screen while the background moves past you. Some games, such as 'Pac-Man' use a Wrap-around screen. There are several gates around the edges of the screen. If you exit by a gate at the top you will re-enter at the bottom, whilst leaving on the left will cause you to reappear on the right.

Software
A term for those parts of a game which you can't see – the **programs** themselves.

Stereo
Sound coming from several speakers at once, creating the effect of depth. Although most games rely on sound for a great part of their appeal they are limited by the need to play through a TV. Since most TVs are still not stereo, there has been little reason to develop stereo games. Now that there is interest in stereo television, and better sound quality in general, video games will probably become stereo in due course. Probably a year or two away.

3D
Three dimensional effect, used in two ways. Some games are produced with an exaggerated perspective to give an illusion of depth, while some new games produce a picture in red and green which need to be viewed through a pair of special spectacles. Both kinds are still in the experimental stage but a few examples will probably be released this year. Not a new idea; films were produced like this in the 1950s.

TV Game see Video Game.

VCS
Video Computer System. The original name for the Atari system.

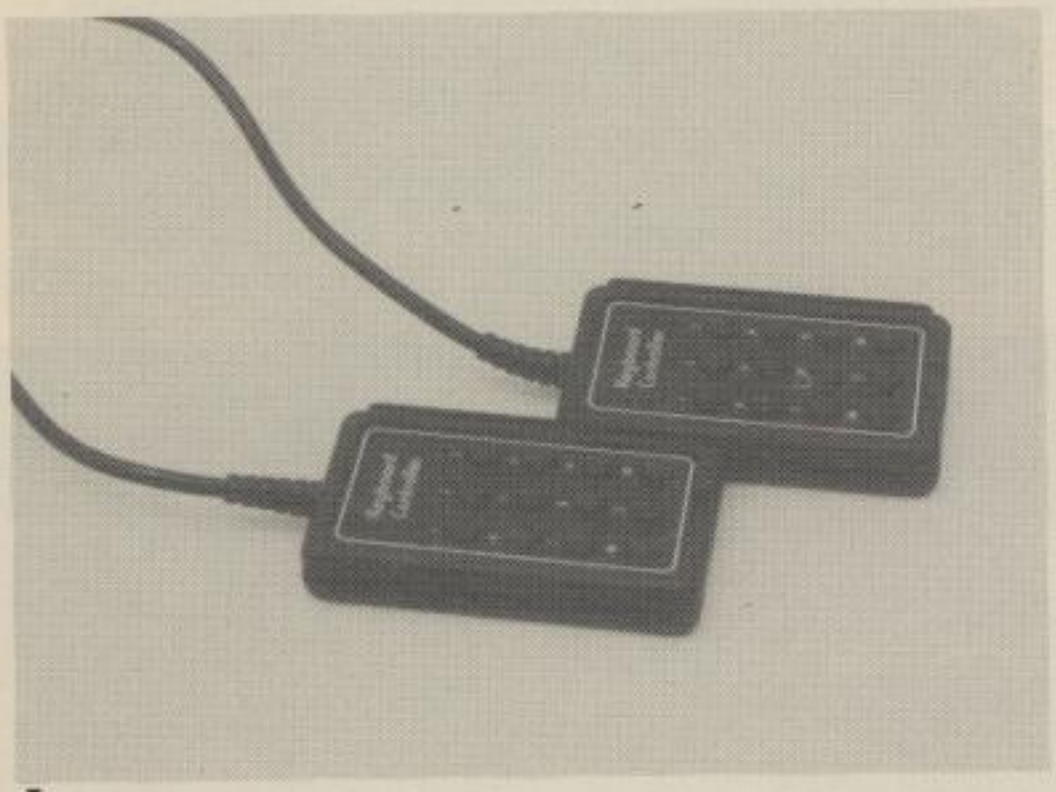
Vector Graphics
This is a method of producing a display on a screen in which the electron beam which 'writes' the picture is guided directly by the game to draw the required shape. This system is very fast compared with the conventional **Raster graphics** system, and is ideal for simple line drawings used in maze and space games. So far, only black and white screens are available, so coloured overlays are usually used to give some colour. Action is so fast that lack of colour is soon forgotten. So far, Vectrex is the only home game to use this system.

Video Game
A small computer which is dedicated to game play and/or the games played on it. Games **cartridges** plug into a slot in the **console** and may contain one or more games. The main difference between a video game and a computer is that the game is complete when you buy it – you just plug it in and it works. But you can't amend it, either.

Voice Actuation
This permits a game program to accept instructions by the player simply talking to it. Available on a few computers, but bound to come to video games sooner or later.

Voice Synthesis
Some video games have optional attachments which, when used with suitable cartridges, will speak to you. Intellivision's voice module is available now; Vectrex has the necessary parts built in; Coleco and Atari have not yet announced any.

(A) Keyboards (Atari), (B) Joystick (Spectra), (C) Paddles (Atari), (D) Steering wheel, gear & foot control (Coleco)



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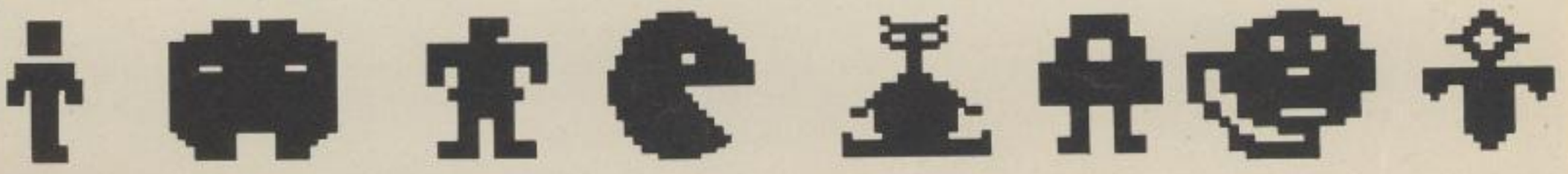


INTELLIVISI

An excellent system that can talk back!

Mattel launched their Intellivision (Intelligent Television, if you're wondering where the name comes from) in the last quarter of 1979. It was designed to be the best video game on the market, and it has been able to hold this position for some years. Even now, although the new Colecovision system has a very good specification on paper, Intellivision is far from finished as a competitor.

The skill shown in its original design now naturally has been bettered by a more modern product, simply because of the advance in electronics in the years since Intellivision was designed, but Mattel have not been ignoring progress, either.

The console, called the 'master component' by Mattel, is a smart, slim shape, with spaces provided for the two multi-purpose controllers that come with the unit. They are wired-in, which means that they have to be used for all games. Conversion from one use to another is by means of overlays which slip over the twelve button keypad part of the controller, leaving the control disc and fire buttons free for use. This controller is the only one that doesn't have a joystick incorporated in it – it uses the control disc instead. This takes a bit of getting used to if you are used to coin-op machines or a VCS but, once you get the hang of it, it is accurate and handy.

The console includes some 12k memory – larger than the Atari – and this is responsible for the better picture and more complicated game play. Mattel concentrated on sport games to begin with, and still have a very good range of them, if you'd rather play your sports on TV than go outdoors. In the last few years they have acquired licences for a number of arcade games, and with their better graphics the conversions from coin-op to home system have generally been quite good.

Their most successful venture has

SION

been to obtain from Walt Disney the rights to produce games using the ideas and settings from the science fiction film 'Tron'. Three games have been made in this series so far.

Another important development in the availability of good, original games for this system is the involvement of independent companies such as Activision and Imagic. These companies started by making games for Atari VCS, and have now begun to produce Intellivision versions, too. This is reassuring in that they would hardly bother to do so unless they were sure that the system was going to be around for a long while and was worth supporting.

These new companies are bubbling over with new ideas and have obtained licences for games that Mattel couldn't get. You can look forward to many exciting new games for Intellivision because of their arrival on the scene.

Meanwhile, Mattel themselves have not been idle. All the video games producers have been talking about giving their systems a 'voice' but Mattel are the only company to have actually achieved it. Their extra component, called an 'Intellivoice', plugs into the socket at the side of the console where the games cartridges normally fit, and then cartridges are plugged into its slot. Ordinary games play as usual, but the specially adapted 'voice' games actually talk to you as you play. You get all the usual noises you expect from the game, but in addition you can hear other 'players' in the game passing messages and making reports.

They're very good voices, too. You can tell that the pilot of 'B 17 Bomber' comes from Texas, for example, and in 'Space Spartans' you have two computers talking to you – one male and one female so that you can tell them apart!

There are also promises of a computer keyboard before Christmas 1983. Since Mattel first annńounced this in 1979, they've had plenty of time to produce a fantastic piece of equipment! Pictures of it are now available and there certainly seems to be an air of activity that leads us to believe that they mean it this time.

They are also working on an organ keyboard which would turn the game into a home organ. With the computer power already built-in, this can probably carry out some of the functions of a synthesiser, too. Mock ups have been displayed at a few exhibitions so this may also be here for Christmas.

Plans are well in hand for a follow up console, incorporating all the experience Mattel have learned, and using the latest available technology. They have assured us, however, that any new developments will be able to play existing cartridges, so existing owners won't lose out.

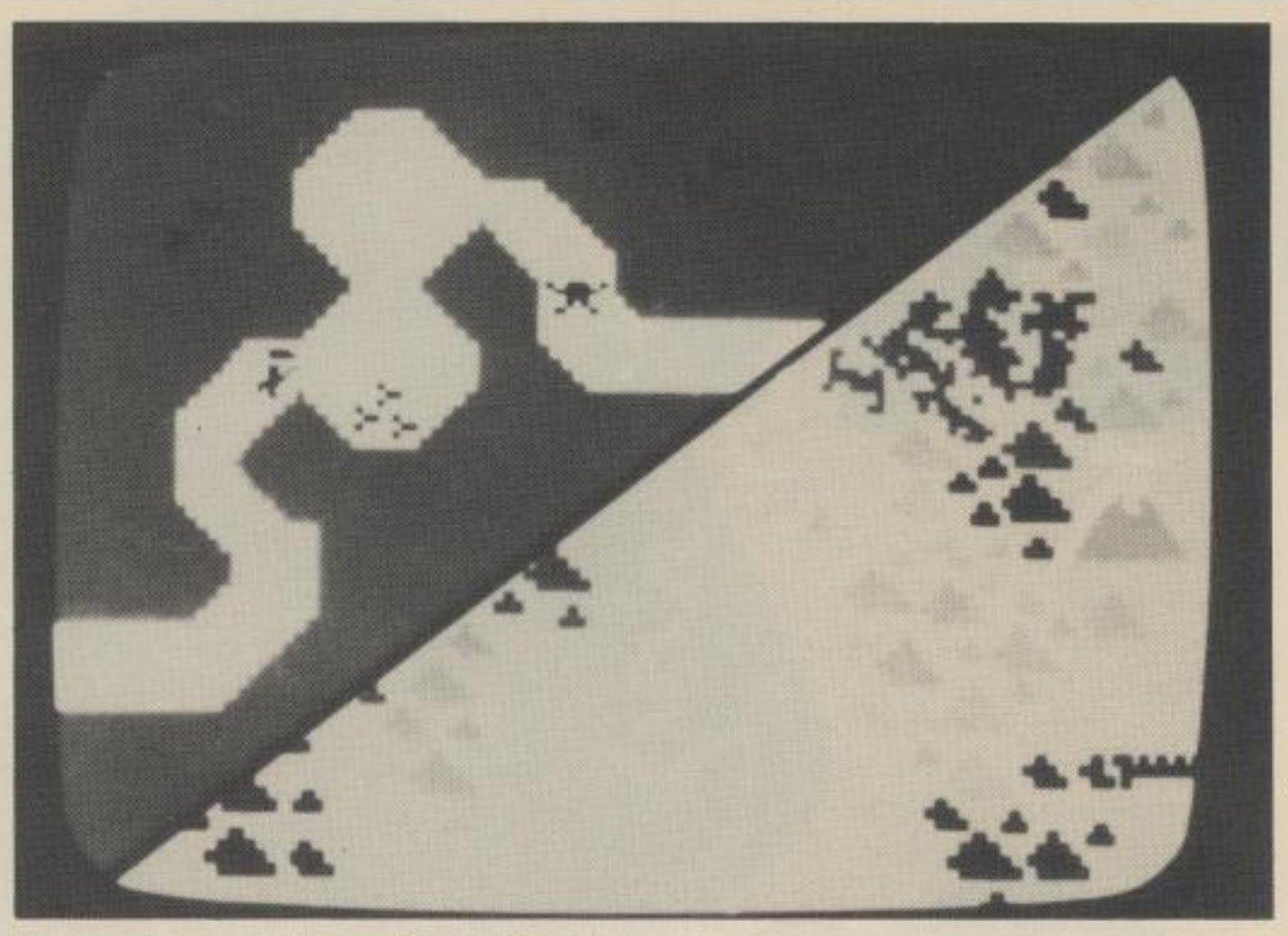
One of Intellivision's big drawbacks has always been its price. It's always been the most expensive game around – but with the newer competitive systems costing well over £100 the recent price reduction makes Intellivision well worth considering.

ADVANCED DUNGEONS & DRAGONS/CLOUDY MOUNTAIN

3410 Mattel Electronics £25.95
1 4 variations
ADVENTURE

Originally called just Advanced Dungeons and Dragons, this game has now had 'Cloudy Mountain' added to it because there will be more D & D games coming out.

Like many of Mattel's best games this has two phases to it, a map phase showing where you are in relation to everything else and a battle phase where most of the action takes place. The object of the game is to retrieve two pieces of the Enchanted Blue crown that are guarded in Cloudy Mountain itself. To get there you must cross smaller mountains, picking up treasures as you go that will aid your journey. For instance, you need a boat to cross the river and a key to open the gate. To reach your goal, you have to overcome various adversaries such as bats, rats, snakes, demons and the fearsome winged dragons who guard the pieces of Crown. Among the best of the 1982 releases and still an exciting game.□



Advanced Dungeons & Dragons/Cloudy Mountain

ARMOR BATTLE

1121 Mattel Electronics £21.95
1,1v1 1 random variation
COMBAT

This is certainly one of the best tank games around, with impressive graphics coupled with a complex game. The idea is to shoot down more tanks than your opponent by the end of the set time. Not only can you shoot the enemy down but you can also lay mines for him (or her) as well. All in all very good value and far better than Atari's Combat.□

ASTROSMASH

3605 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

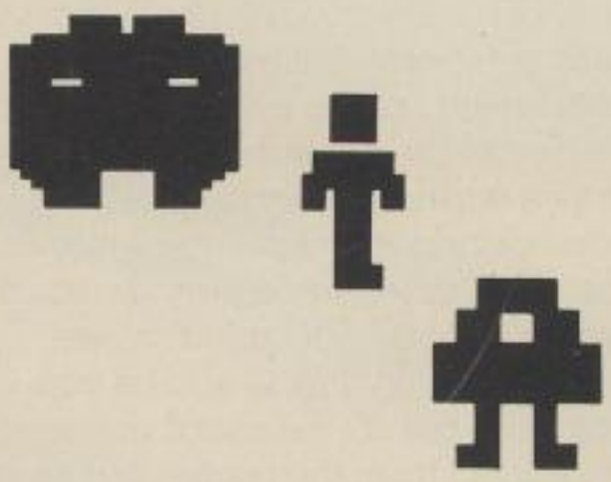
A cross between Space Invaders and Asteroids, in which you control a laser base positioned at the bottom of the screen. The aim is to shoot down all the descending rocks and Space Spinners along with UFOs in later rounds.

One of the better space games from Mattel but by no means *the* best.□

ATLANTIS

IM10524 Imagic £29.95
1,1+1 3 variations
SCI FI SHOOT 'EM UP
NEW!

This is a sophisticated version of the highly successful VCS game of the same name. The aim is to blast all the enemy bombers and fighters before they fly low enough to strike Atlantis, the city that you are defending. You are equipped with two missile launchers positioned at either side of the screen, plus a sentinel saucer in the centre that can launch and mingle with the enemy. This fast, exciting game combines interesting graphics and good sound effects.□



AUTO RACING

1113 Mattel Electronics £21.95
1,1v1 4 variations
DRIVING

Certainly the best of the earlier games (this was one of the first twelve cartridges launched over here). You are in the driving seat of a grand prix racing car, racing your opponent around a scrolling track made up of roads with buildings each side. The graphics are excellent and the cars are not too difficult to handle, so younger gamers have an equal chance at this.□

B17 BOMBER

3884 Mattel Electronics £29.95
1 4 variations
COMBAT
needs Intellivoice module £45.95

In command of a B17 Bomber, you are engaged in a vital mission to bomb as many enemy ack-ack guns, runways, installations and ships as you can. All are worth varying scores depending on their size and distance from home. You have no fewer than eight different screens to choose from – four gun ports, a cockpit, a view through the bomb hatch, a strategic map and an instrument gauge showing speed, altitude, number of bombs and so on. The voices play an important part in the game as they inform you of your plane's condition as well as warning you when there are Bandits in sight. The graphics, sound and gameplay combine to make a very challenging game.□

BACKGAMMON

1119 Mattel Electronics £15.95
1,1v1 1 variation
CLASSIC

Certainly a more professional-looking version of the highly popular board game than Atari managed for the VCS. The computer plays cleverly and is quite tricky to beat. The sound effect of the rolling dice comes across quite well and provides a nice touch. A good buy if you like the game.□

BASEBALL

2614 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

An all-American sport, but very similar to rounders or softball which are both played in English primary schools. A good job is done in translating this genuine slice of American life.☐

BASKETBALL

2615 Mattel Electronics £15.95
1,1v1 1 variation
SPORT

If you're just getting into basketball then this is the cartridge for you. Instead of having just a one man team as in the Atari game, here you have a three man team so you can actually pass to team-mates. These team-mates are under computer control until they receive the ball when the control swaps to you. Every time a basket is scored you get a tremendous cheer from the crowd. A great game if you like the sport.☐

BEAUTY AND THE BEAST NEW!

IM10540 Imagic £31.45
1 1 variation
CLIMBING

This game rivals Intellivision's Donkey Kong. Bashful Buford is out to rescue his girlfriend Tiny Mab from the villainous clutches of Horrible Hank. To get his loved one back he must climb the outside of the Mutton Building, whilst avoiding obstacles such as boulders, bats, rats and birds. Buford can only reach the next floor through an open window. Once he catches Mab, he literally 'glows' with pride and is not affected by any obstacles for a limited time. This exciting game has, if anything, a slight edge over the Coleco version of Donkey Kong for Intellivision.☐

BOWLING

3333 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

Bowling, although a popular sport in the States, hasn't much of a following over here. Nevertheless this is a highly commendable effort. The graphics as well as the sound effects are good. If you like bowling then you'll enjoy this cartridge. If you're not sure, then give it a try before buying.☐

BOXING

1819 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

With this particular version you select which boxer you want out of a choice of half a dozen and then step out into the ring for 15 rounds of punishment. You can, in fact, KO your opponent which is very satisfying indeed. In short, the best boxing game currently on the market.☐

BURGER TIME

4549 Mattel Electronics £29.95
1 4 variations **PREVIEW**
SKILL

Based on the arcade game by Data East. You play a burger chef who has to put together four Hamburgers by dropping the right ingredients on top of each other. However, you are prevented from doing so by menacing Hot Dogs and pickles, which you can get rid of only by using Beef Patties (beefburgers) or pepper as weapons. An unusual but quite entertaining game.☐

CARNIVAL NEW!

COL76307 CBS Electronics £29.95
1,1+1 4 variations
SHOOT 'EM UP

The graphics in this are not up to the standards either of the VCS or Colecovision versions, and therefore the cartridge is not a recommended buy.☐

CHECKERS

1120 Mattel Electronics £15.95
1,1v1 1 level
CLASSIC

Although slightly better than the VCS version, this video of the popular board game is still not worth the price of the console and the cartridge just to play draughts.☐

CHESS

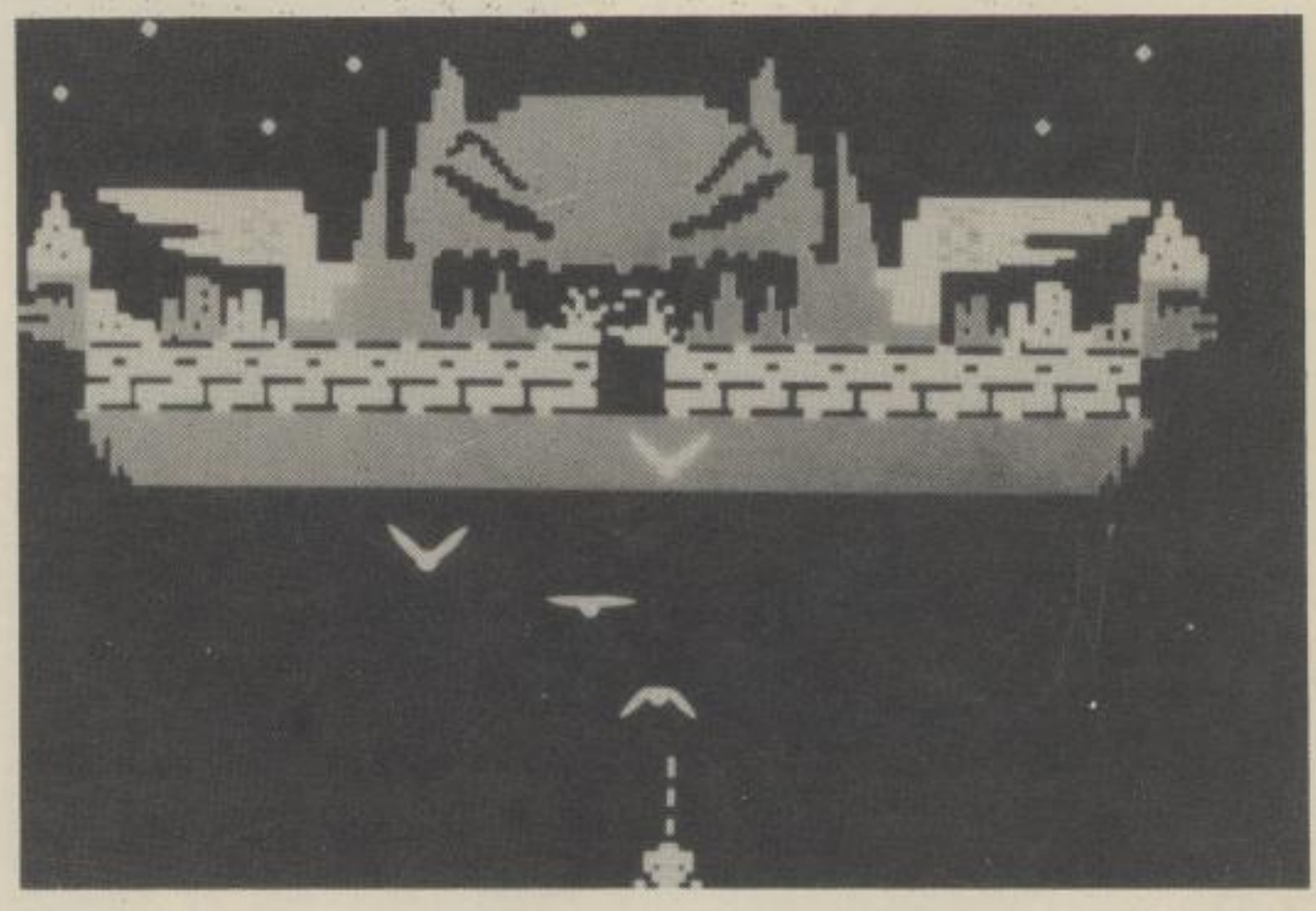
3412 Mattel Electronics £29.95
1,1v1 8 levels
CLASSIC

Much the same as all the other chess cartridges available for the other systems. You can choose from eight levels of play ranging from novice to expert, or instead watch the computer play against itself and pick up some useful hints on how it plays.☐

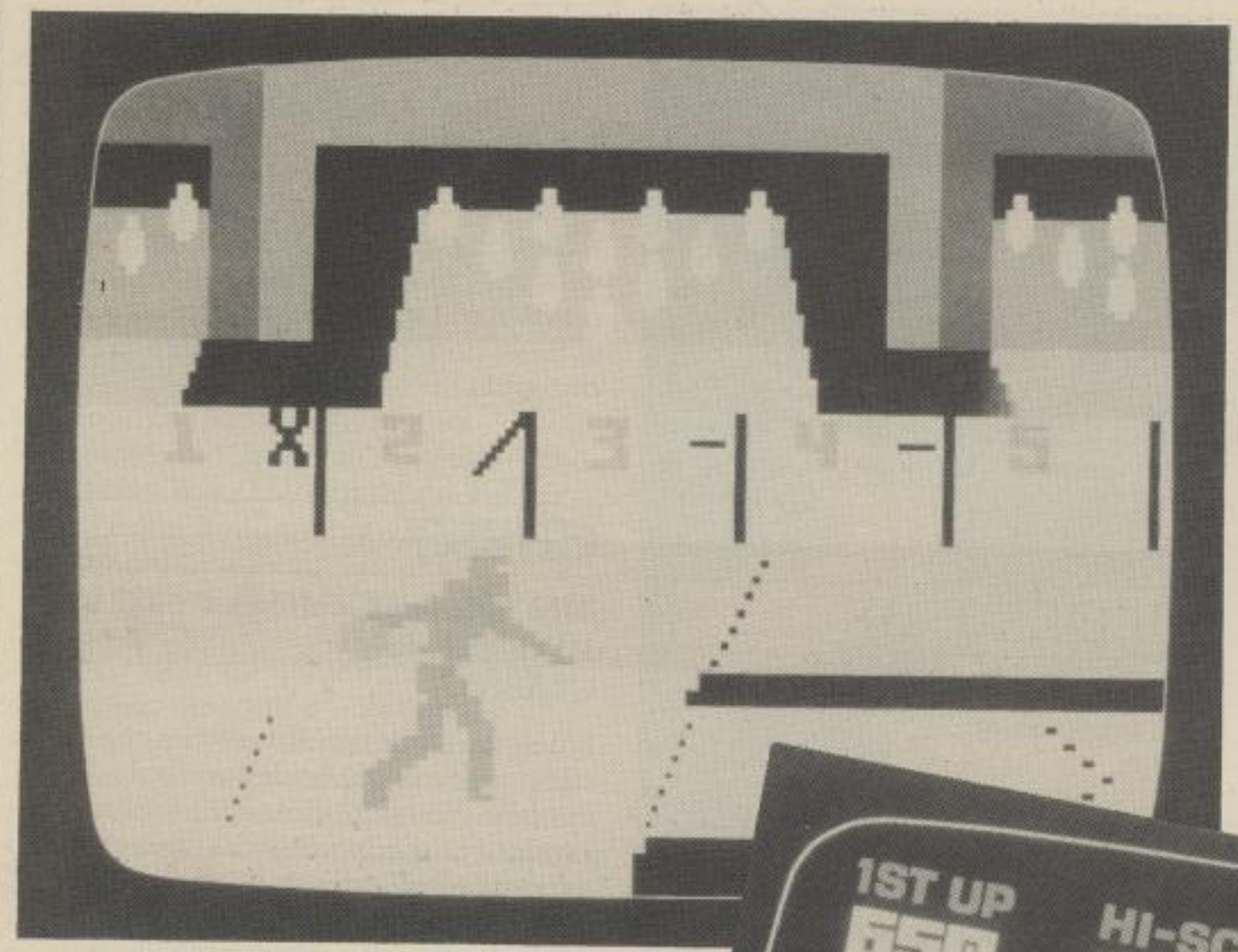
DEMON ATTACK NEW!

IM10537 Imagic £31.95
1,1+1 3 variations
SCI FI SHOOT 'EM UP

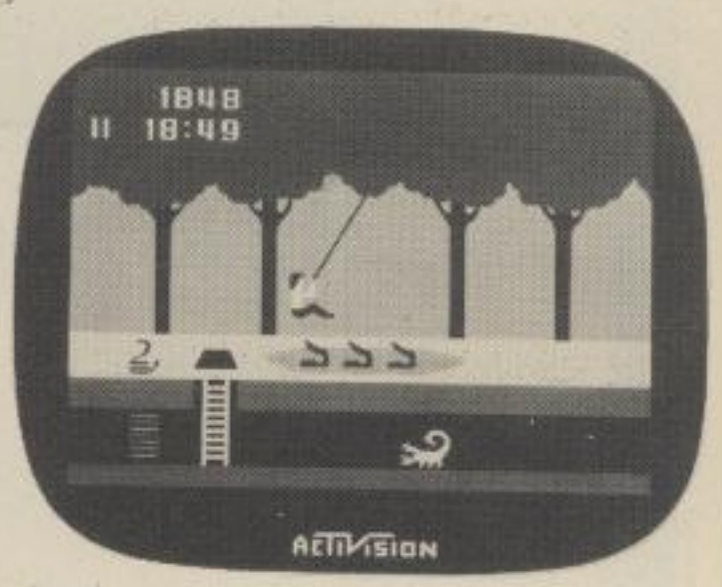
The game play is much the same as in the VCS version of Demon Attack. A small laser base at the bottom of the screen is pitted against demons that swoop down from the top of the screen. However, once you've tackled each onslaught, you enounter the enemy ship that must be destroyed in much the same way as in Atari's game Phoenix.☐



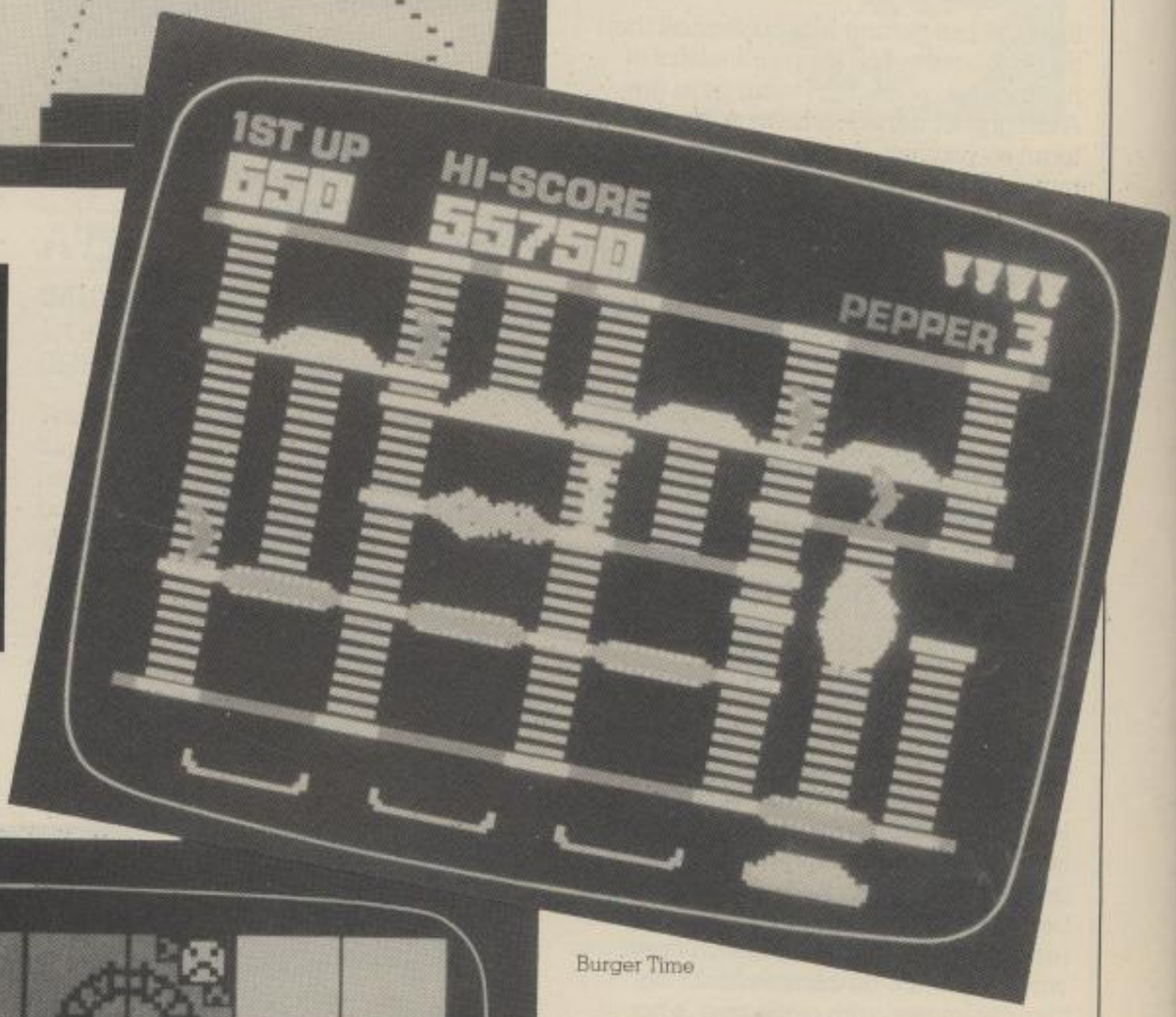
Demon Attack



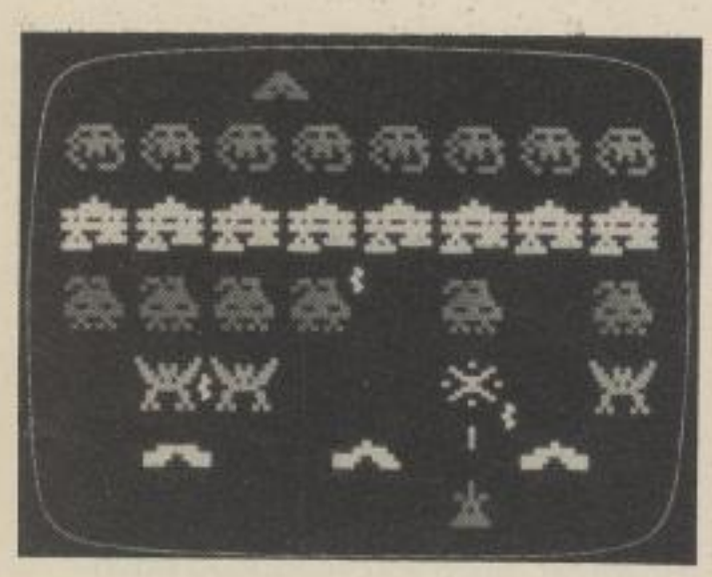
Bowling



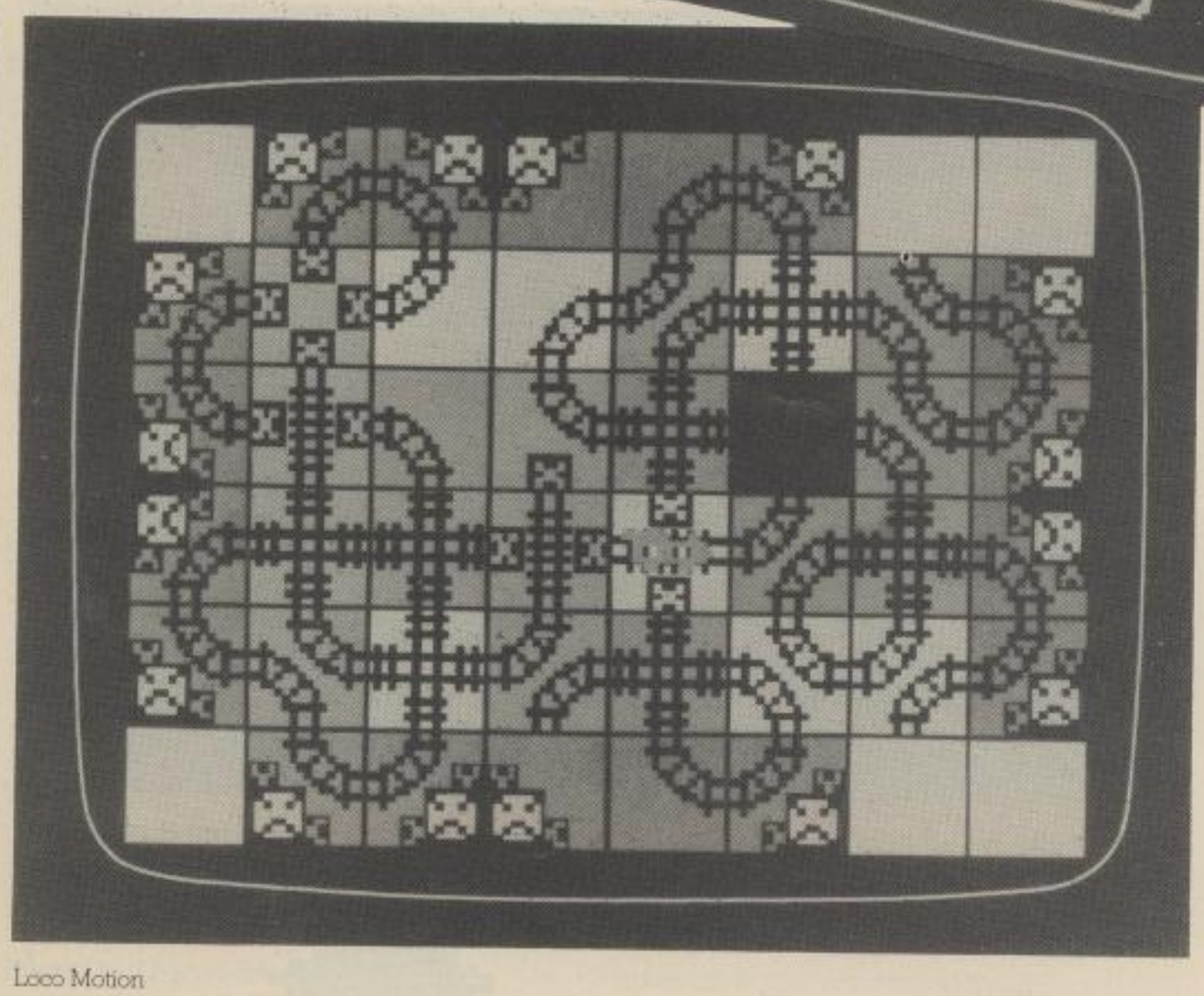
Pitfall



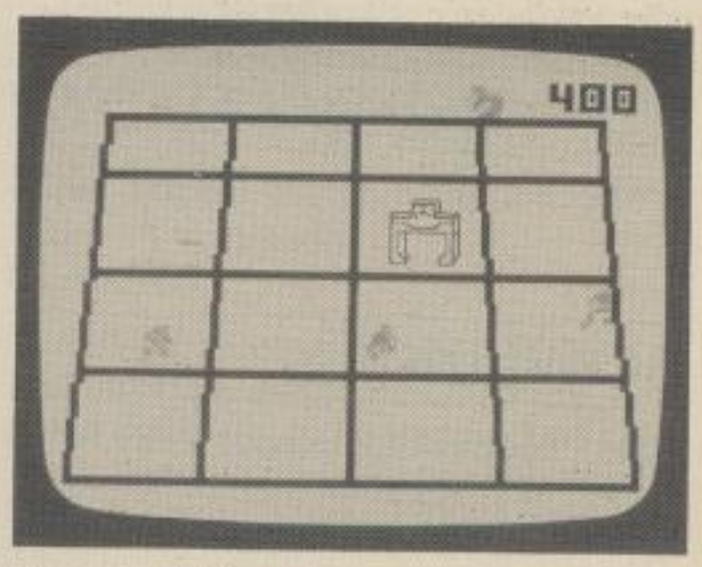
Burger Time



Space Armada



Loco Motion



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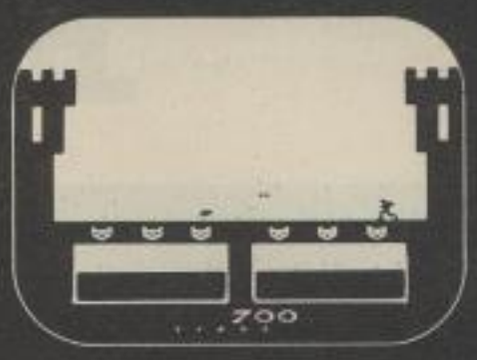
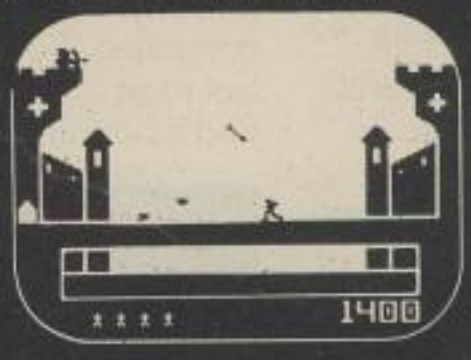


Atari VCS



Mattel Intellivision

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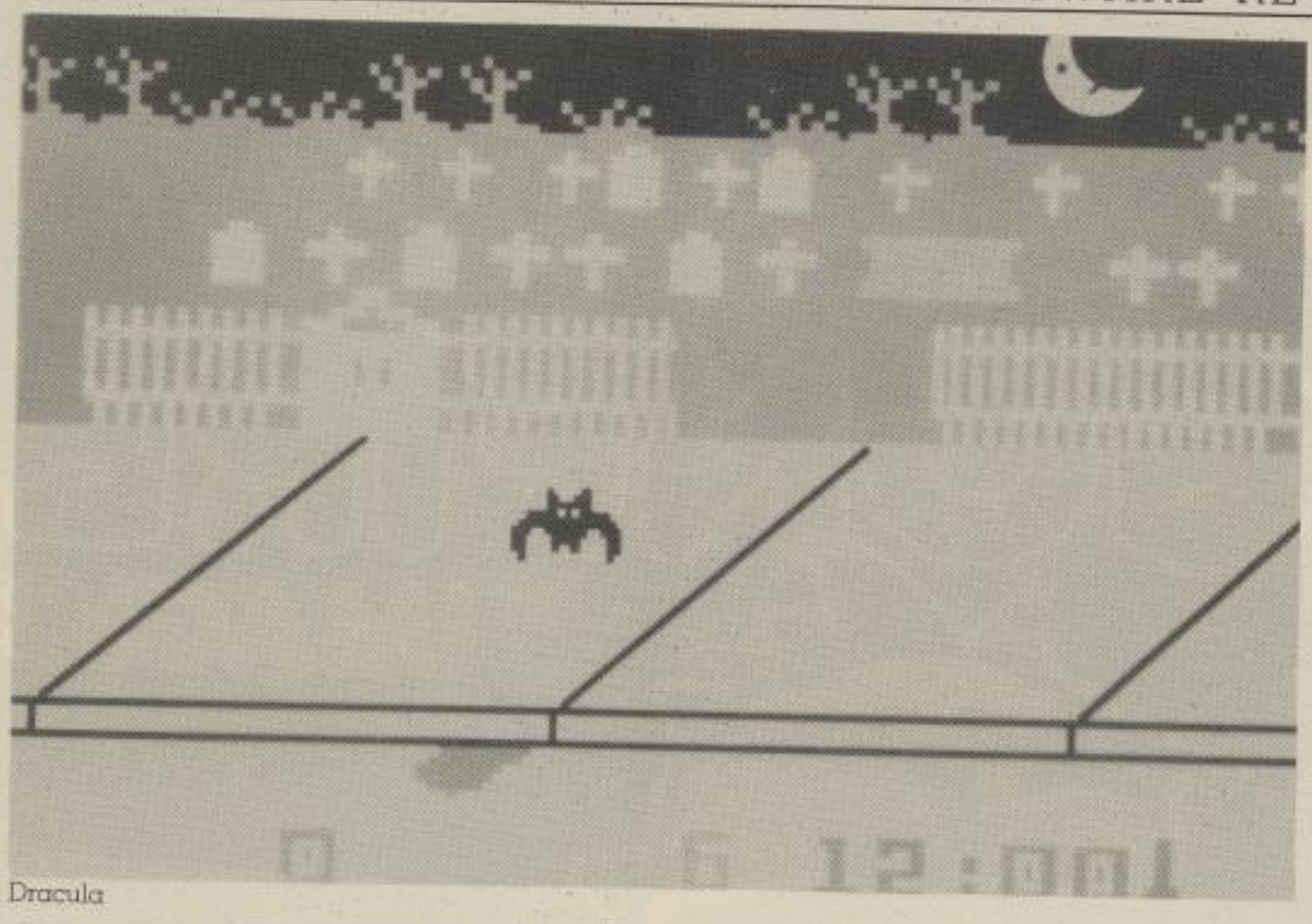


Dracula

DONKEY KONG NEW!

COL76257 CBS Electronics £29.95
1,1+1 4 variations
CLIMBING

The Intellivision version of this highly popular arcade coin-op is similar to the Colecovision version, except for slightly poorer graphics. The Intellivision version has three waves, not just the two that are featured in the VCS version.□

DRACULA NEW!

IM10607 Imagic £29.95
1,1+1,1v1 3 variations
ADVENTURE

If you're a fan of all those horror movies with vampires in them then this game is for you. You portray the Prince of Darkness, Dracula, who in this game rises at the stroke of midnight to terrorise the neighbourhood. As Count Dracula you can transform yourself into a bat and transform your victims into zombies that will attack the local police who pursue you with wooden stakes. You must keep the Count's blood supply topped up as he will die if it is not. Alan Smith, the programmer, must have something against keep fit fanatics because Dracula's main source of blood is joggers that run past him in the street. Altogether good fun as well as being continually challenging.□

DRAGONFIRE NEW!

IM10579 Imagic £29.95
1,1+1 3 variations
ADVENTURE SKILL

This game is split up into two separate phases. The first is the bridge sequence in which you must run from one side of the screen to the other jumping and ducking fireballs and archers' arrows. If you succeed you then enter a black storeroom filled with treasures, guarded by a ferocious dragon of the fire-breathing variety. You must rush around picking up all the treasures whilst avoiding the dragonfire. All in all a challenging game, but not as difficult as the VCS version.□

FROG BOG

5301 Mattel Electronics £21.95
1,1v1 4 variations
CHILDREN'S SKILL

The aim of this unusual game is to make your frog jump from the lily pad and eat the flies in your part of the pond. You are up against another frog which can be either computer- or human-controlled. Young kids love this game but most of the older gamers will quickly find it boring.□

FROGGER NEW!

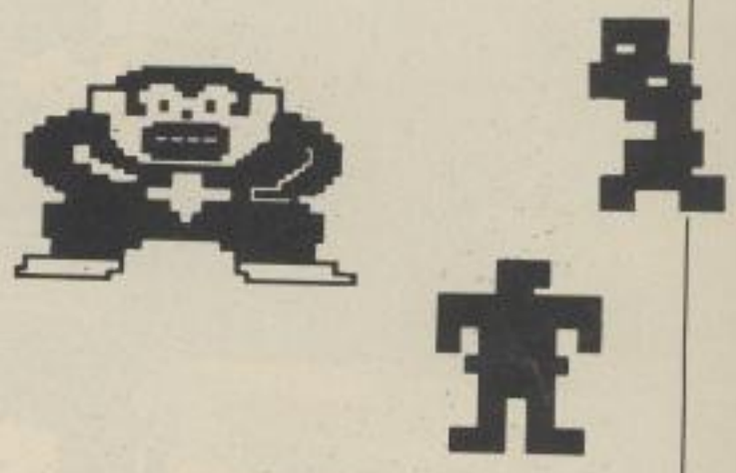
Parker Brothers
1,1+1 4 variations
SKILL

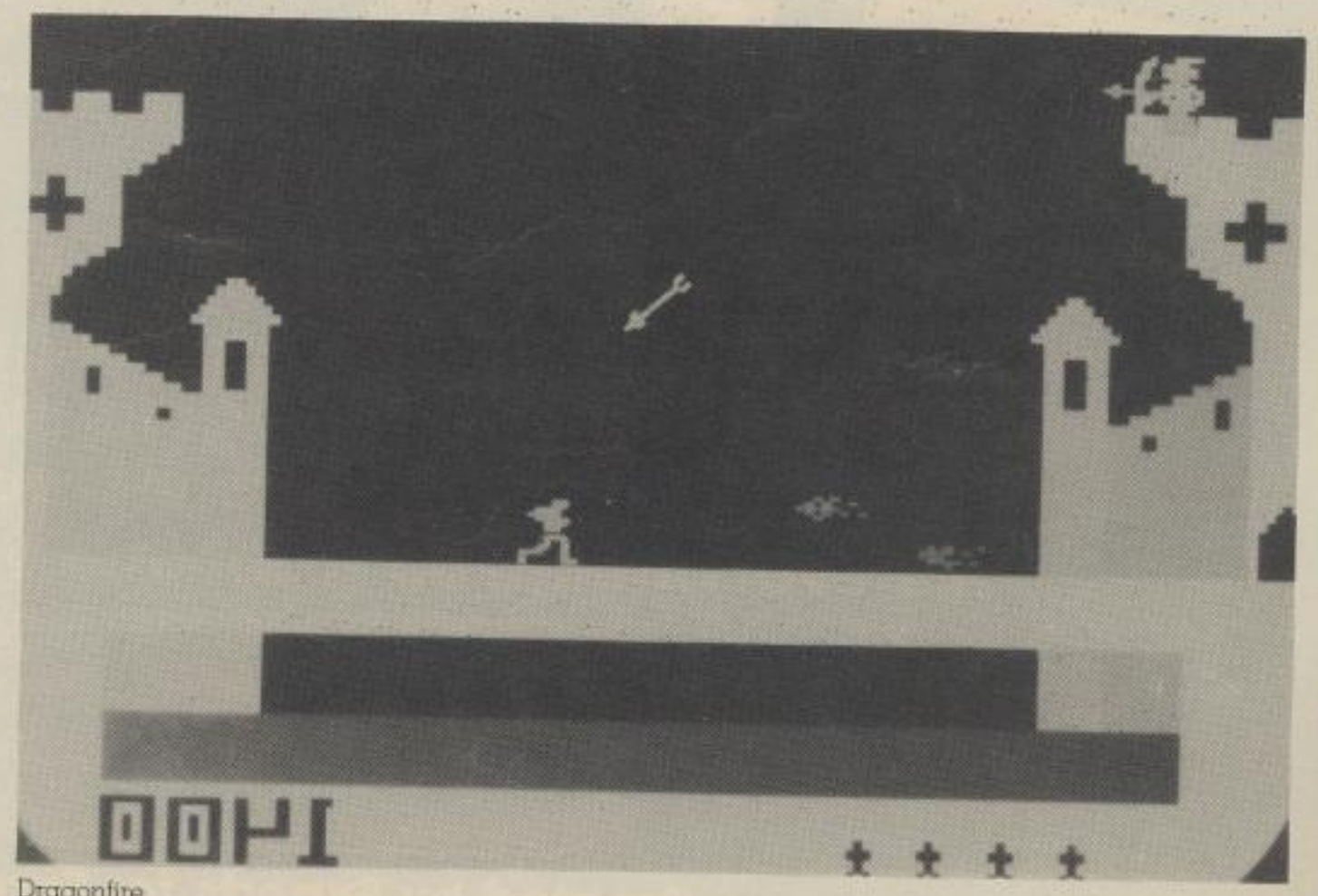
This is Parker's version (for Intellivision) of their very popular VCS game released in the autumn of 1982 based on the arcade game by Sega. The game is almost identical except for the absence of the annoying flicker that occurs on the VCS version due to its limited memory capacity. The game play and graphics are similar but the sound is inferior to the VCS cartridge. The general opinion is that Parker could have done better given the distinct memory advantage of the Intellivision system.□

GOLF

1816 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

This varies from all the other golf video games in that the golfer never actually moves but is stuck in the top left hand corner of the screen. He functions to show you how much swing you're putting on each shot, while you guide a little Cursor around the greens. Quite a good game but not really an accurate simulation of golf, if that's what you're looking for.□





Dragonfire

GORF NEW!

COL76349 CBS Electronics £29.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

This Intellivision cartridge, which uses a starfield background and fairly sophisticated ships, compares favourably with the VCS version. Not a bad cartridge, as long as you don't compare it with the same game on the Coleco system and see what you're missing.□

HORSE RACING

1123 Mattel Electronics £21.95
1,1v5 1 variation
SPORT

Here's your chance to bet as much as you like in a race *and* actually jockey the horse you bet on. The game has two phases. The first is the 'betting shop' phase where yourself and the other players can place bets on the colour coded horses. Then you get a view of the starting gate and you're off, galloping along the race track. A game which provides a lot of entertainment.□

ICE HOCKEY

1114 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

Not a game that gets a great deal of attention but nevertheless a very good cartridge if you like the sport. All the features of the sport are on this cartridge, including passing, goal tending and slap shots – and you can even foul your opponent. However, if you are spotted then you are confined to the 'Sin Bin' for two minutes.□

ICE TREK NEW!

IM10582 Imagic £29.95
1 4 variations
ADVENTURE

This game is set in frozen wastes long ago back in the age of Sword & Sorcery. Vali the Avenger must retrieve the great Northern lights from the Ice Castle. To do this he must first dodge the Ice Goddess' Caribou. He must then make an ice bridge from icebergs floating past (by far the most infuriating phase), then he is up against the ice castle itself. The aim is to melt this by hitting the battlements with fireballs. After that it's on to the next level which is the same only harder. A refreshingly different game, which requires several kinds of skills in order to succeed. A first rate cartridge.□

LOCK 'N' CHASE

5637 Mattel Electronics £25.95
1,1+1 4 variations
MAZE

This is Intellivision's answer to Pac-Man, apparently based on an arcade game. The idea is to manoeuvre a thief around a maze littered with gold bars and with bigger treasures to be found in the centre. Chasing you are a number of truncheon-swinging cops whom you must avoid at all costs. You can do this by simply outracing them or by slamming doors to block them off. A lot of fun and altogether one of the better arcade-based games from Mattel.□

LOCO-MOTION

4438 Mattel Electronics £21.95
1,1+1 4 variations **PREVIEW**
SKILL MAZE

One of the latest releases from Mattel to be based on an arcade game.

In this, you have to guide your Choo-Choo train around a somewhat scrambled railtrack. The aim is to put the right tracks together so that the train can safely pick up passengers and continue its journey without crashing. Your problems are added to by the fact that there is a crazy train on the same tracks which you must divert to avoid a collision. A game that requires about five hands!□

MATH FUN

2613 Mattel Electronics £15.95
1,2 18 variations
EDUCATIONAL

This is probably one of the most underrated learning games around. The object is to guide a gorilla down the side of a river, but every so often another wild animal will block your path and move only if you solve a maths problem. If you get the sum wrong you have to jump in the river (to avoid the animals in your way) and encounter a crocodile. An educational game that's also a lot of fun to play.□

MICRO SURGEON

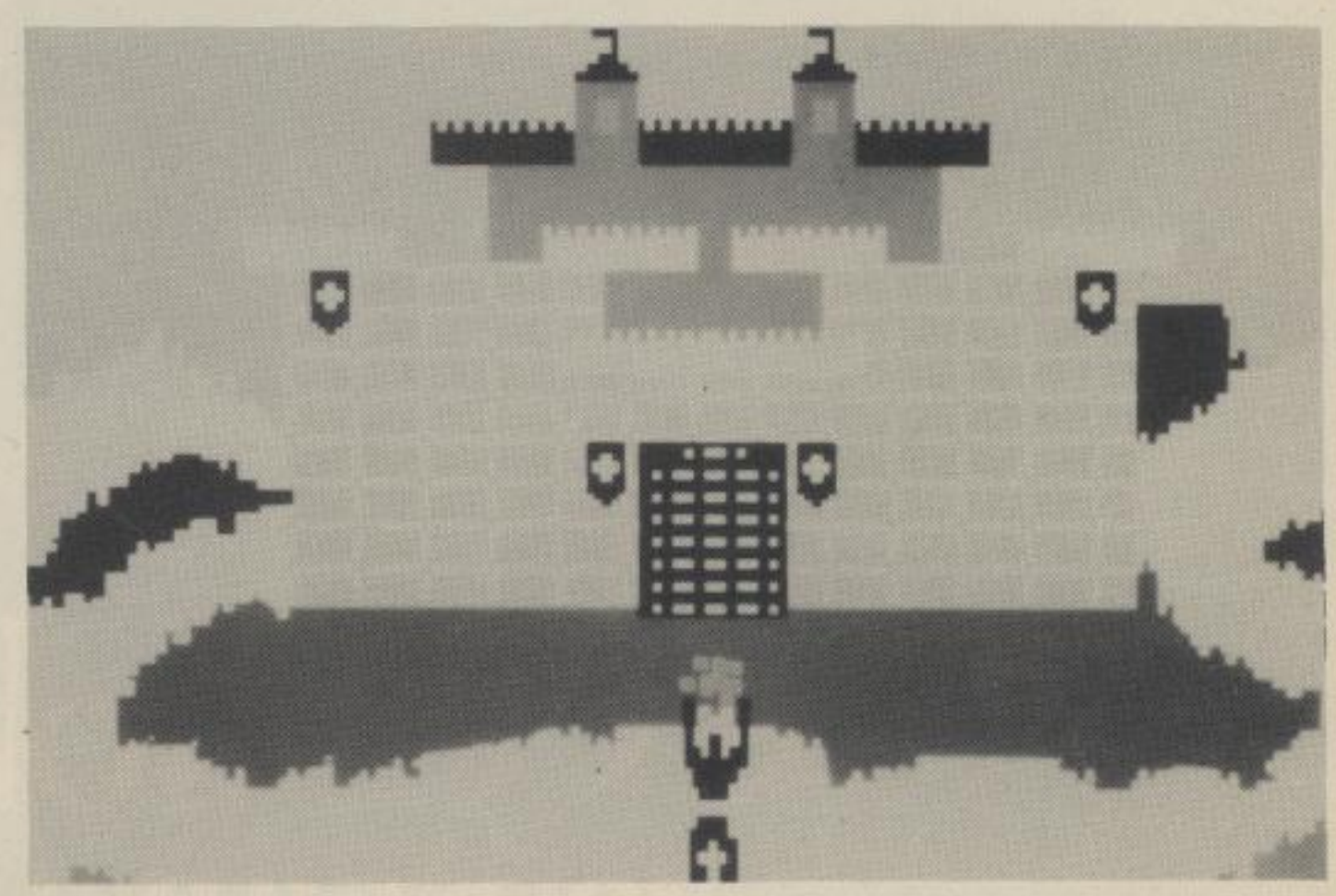
IM10553 Imagic £31.95 NEW!
1 9 variations
SKILL

This game involves curing a critically ill person by probing inside his body. You control a miniature robot which is equipped with all the medication required to save this patient's life. There is also a status chart to refer back to which shows how the patient is faring. A game which will probably appeal only to a few.□

MISSION X PREVIEW

4437 Mattel Electronics £25.95
1 4 variations
ADVENTURE COMBAT

Based on an arcade game of the same name. The object of the game is to fly your secret bomber over enemy territory and bomb everything you encounter – battleships, tanks, artillery guns, bridges, trains – all of which will come into view as the screen scrolls vertically. Every so often you have to land to refuel before continuing on your mission. Great game for all those who enjoyed B17 Bomber.□

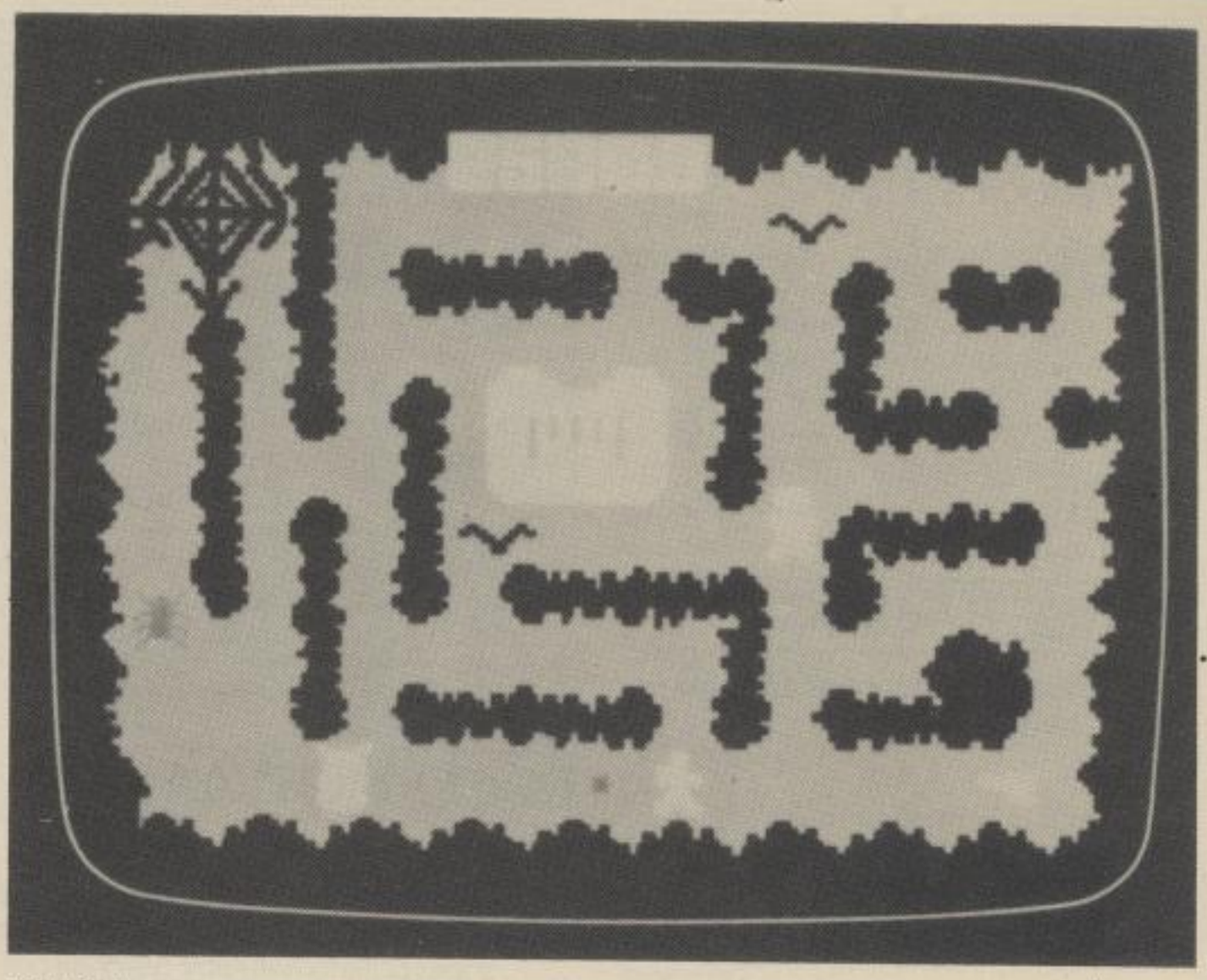


Ice Trek

NIGHT STALKER

5305 Mattel Electronics £25.95
1 4 variations
MAZE SKILL

This game is a creepy version of Lock 'n Chase. You have to run around a maze, pick up your gun and shoot down the killer Robot that patrols the maze along with a giant spider and a couple of bats. There are six shots to a gun, after which you have to pick up another loaded gun. As the game progresses the Robots get faster and more lethal so you have to be on your guard. Quite a compelling game but try it out before you buy to make sure it appeals to you.□



Night Stalker

PITFALL NEW!

MP002 Activision £24.95
1 1 variation
ADVENTURE

David Crane's bestseller for VCS is now available on Intellivision format (see VCS review). Well worth a try.□

POKER & BLACKJACK ☆

2611 Mattel Electronics £15.95
1,2 1 variation
CLASSIC

If you're a gambling person but there aren't too many casinos near where you live then do try this cartridge. It will answer your need and won't break the bank either.

In both games, Poker and Blackjack (American name for 21 or pontoon), there is a Las Vegas-style dealer complete with tinted visor and stripy shirt. Sitting at the top of the screen and dealing out the cards, he smiles if you lose and frowns if you beat him. Very entertaining even if you're not a heavy gambler.□

REVERSI

5304 Mattel Electronics £15.95
1,1v1 1 variation
CLASSIC

Reversi is a 19th century game of strategy and dominance. Basically it is very similar to the game Othello, in which you have to change the colour of your opponent's pieces to the colour of your own by surrounding them. An interesting game but not really exciting video game material.□

ROYAL DEALER NEW!

5303 Mattel Electronics £25.95
1 4 variations
CLASSIC

If you like playing cards but don't have many other opponents to play with and are tired of solitaire games, then this is the cartridge for you. It provides computer controlled opponents able to play Hearts, Rummy, Gin Rummy or Crazy Eights, and you can choose whether you want one, two or three players against you. The graphics used in the cartridge are pretty good.□

Royal Dealer

ROULETTE

1118 Mattel Electronics £15.95
1,1v1 1 variation
CLASSIC

Good fun for anyone who likes to gamble. The board is quite realistic, but unfortunately the roulette wheel itself is just a strip at the top of the screen.□

SEA BATTLE ☆

1818 Mattel Electronics £21.95
1+1 4 variations
COMBAT

Still one of the best battle games available from Mattel, as the game is simple to understand yet the control is quite complex to master. You have at your disposal an entire fleet, whose task it is to occupy the enemy's island on the other side of the ocean. The fleet contains ships with different strengths and varied firepower and you also have sea mines that you can place at strategic points on the map. There are two screens, one a world map and another a close-up view of the area you're fighting in.□

SHARP SHOT PREVIEW

5638 Mattel Electronics £21.95
1,1+1 4 variations
SHOOT 'EM UP

Not one, but four different shooting type games on one cartridge which is quite unusual for Mattel. All are basically simplified versions of some of their more popular games. One is based on Sea Battle, one on US Football, one on Space Battle and one on Cloudy Mountain, but all are a lot easier as they are designed with younger gamers in mind.□

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INTELLIVISION

MATTEL ELECTRONICS

SKIING

1817 Mattel Electronics £21.95
1,1+1 4 variations
SPORT

One of the better skiing video games available at the moment. The idea is to complete the slope, through all the slalom gates to the finishing posts at the bottom of the hill. To do this you need really fast reflexes and a quick disc finger to avoid colliding with the gates, the trees, the Moguls and so on. As with nearly all Mattel's sports games you receive rapturous acclaim at the end.□

SNAFU

3758 Mattel Electronics £21.95
1,2 8 variations
SKILL

This is Mattel's answer to Atari's Surround and compares very favourably. For a start, instead of the boring sound effects of Surround, Snafu gives you catchy little tunes. Although the game is basically the same, Mattel have made a much more professional job of Snafu. A great family game.□

SOCCER

1683 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

A game that usually comes with the Intellivision, Soccer certainly beats Atari's cartridge of the same name. It has all the features of an Intellivision sports game including gratifying cheers which occur each time a goal is scored.□

SPACE ARMADA

3759 Mattel Electronics £21.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

Mattel's attempt at Space Invaders can't compete with Atari's bestseller as the disc is not as good as a joystick for games like this. The Invaders also look too chunky and move slowly (to compensate for the slow control). In short, if this is your type of game and you're used to arcade speed then forget Space Armada.□

SPACE BATTLE ☆

2612 Mattel Electronics £21.95
1 4 variations
SPACE SHOOT 'EM UP

The first space game for Intellivision and still one of the best. A cousin to the Star Raiders family it comprises a Galactic Chart and a battle phase. You are given three squadrons, Blue, White and Gold, each consisting of three fighters which you must deploy so that they can intercept the aliens in their Cylon-like spacecraft. This is certainly one worth getting if you're a Space game fanatic.□

SPACE HAWK

5136 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

A space game with a rather original concept. Alone in space with no Space ship, just a jet pack and a gas blaster, you are under attack from multi-coloured gas bubbles that will cost you your life if you are struck by one. You can of course blast them, zoom out of their way or, if things are really tough, go into hyperspace. Every so often a Space Hawk will appear who has to be shot three times to be killed. Although original, the game can become boring after a while.□

SPACE SPARTANS ☆

3416 Mattel Electronics £29.95
1 4 variations
SCI FI SHOOT 'EM UP
needs Intellivoice module £45.95

This game is a high-tech version of Activision's Starmaster, with the added appeal of voice as well as superior graphics. You are given a Galactic Chart and a battle view at the beginning of the game and once you have positioned your Starbases you are fed information from the computer on board.

A female computer keeps you informed of your ship's state of repair, telling you things like 'Hyperdrive one third down, under repair, shields destroyed, tracking computer off'. A male computer informs you of the number of Alien ships in each sector. A third 'robot' voice lets you know how your Starbases are. It will keep repeating 'Starbase three under attack' until you have destroyed all the aliens in that sector, or the base itself is blown up. The last voice belongs to the Alien Commander, who only appears to announce the end of the battle. This game is a must for all Intellivision Space Gamers.□

STAMPEDE NEW!

MP001 Activision £24.95
1 1 variation
SKILL

This is Activision's first Intellivision-compatible video game. Similar to the VCS game of the same name (see separate review), Stampede is designed by Bob Whitehead, one of the original three members of Activision.□

STAR STRIKE

1323 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

This game closely resembles the trench scene from the film Star Wars. The aim of the game is to shoot down as many enemy fighters as you can whilst you bomb the five missile silos below you. When you do, the enemy Death Star disintegrates and you are given a fan-fare. This is certainly a cartridge to get if you're a Space gamer or fancy yourself as Luke Skywalker.□

Star Strike

SUB HUNT

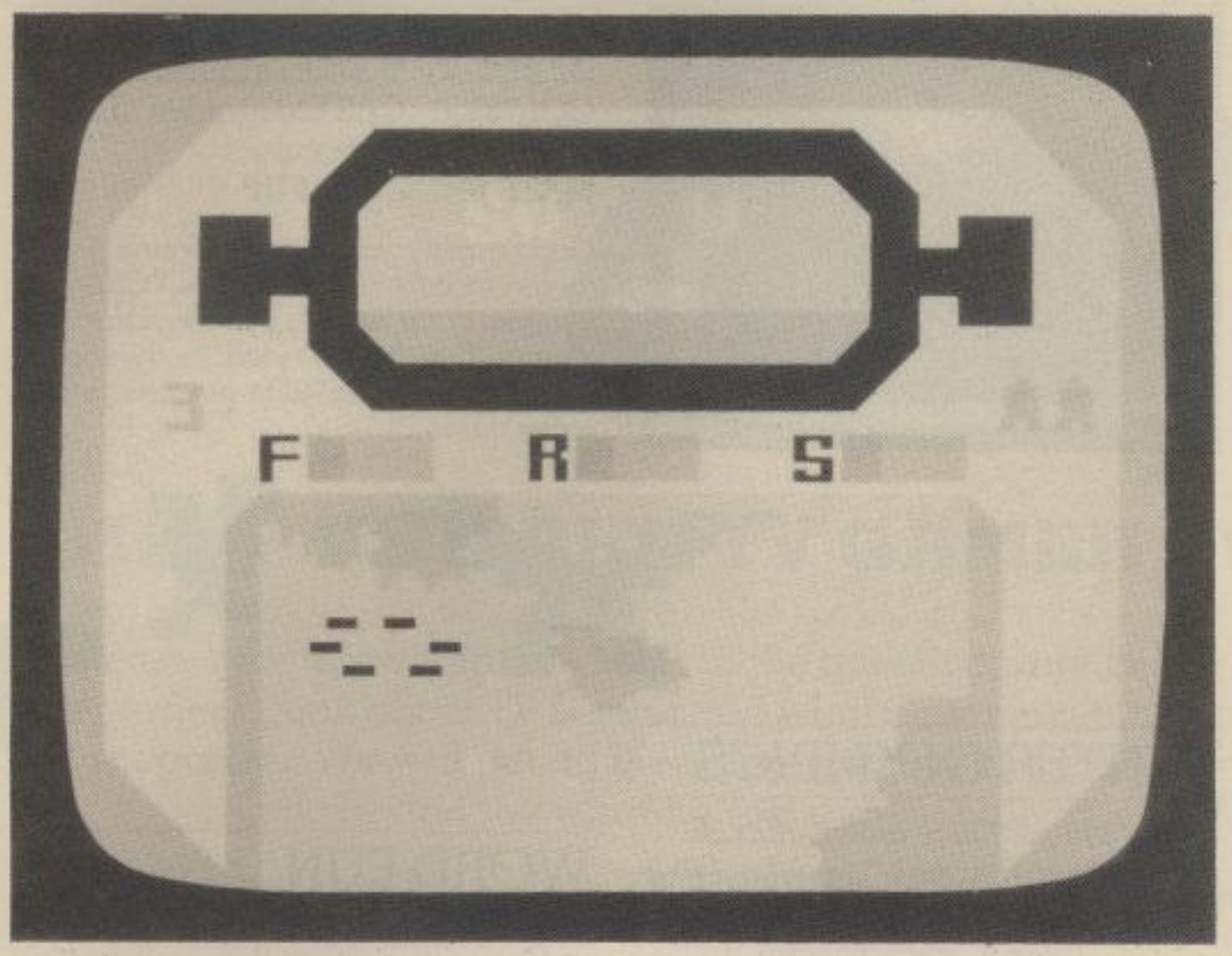
3408 Mattel Electronics £21.95
1 4 variations
COMBAT SHOOT 'EM UP

Designed as the follow-up to Sea Battle, this includes several of the popular features used in the first game including the world map. The enemy hurls depth charges at you so you must use speed and depth to win. A good game for Sea Battle fans.□

SWORDS AND SERPENTS

IM10566 Imagic £29.95
1 3 variations
ADVENTURE

A game closely based on Dungeons & Dragons, set in a series of dungeons full of treasures and various nasties such as



Sub Hunt

dragons and black knights. With control of the white knight, it's your task to pick up as much treasure as you can while trying to escape from the dungeon and defeating everyone in your path. You do receive some help if you find the wizard. He weaves magical spells to protect you if you can manage to guard him for the length of time it takes him to remember a spell.□

TENNIS

1814 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

Mattel show their expertise in producing video sport games with this version of Tennis. The cartridge is surprisingly realistic and follows all the rules of the actual game. Younger players can't handle the rather intricate controls, which gives older gamers a distinct advantage.□

TRIPLE ACTION

3760 Mattel Electronics £21.95
1,1v1 3 variations
COMBAT/SKILL

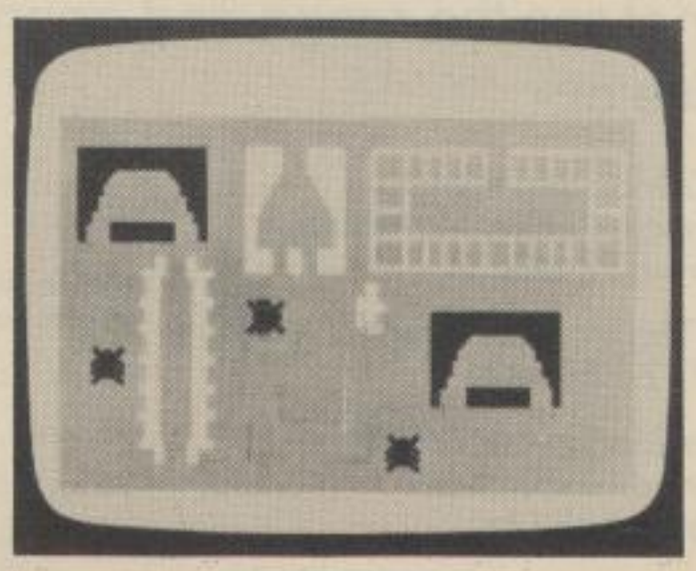
Intellivision's answer to Atari's Combat. Includes tank and bi-plane games as well as a racing car game that is reminiscent of Atari's Street Racer. The bi-plane game is probably the best on a generally above-average cartridge. Pretty good value for money if you like the subject matter.□

TRON DEADLY DISCS

5391 Mattel Electronics £21.95
1 4 variations
MOVIE TIE-IN

This is the first in the trilogy of Tron cartridges based on the Walt Disney film of the same name. The game sets out to recreate the Disc battles that occur in the film.

Beginning with a little red Tron figure in the centre of a game grid, a series of three doors open and three Blue Warriors run out, throwing their discs at Tron who must avoid them and use his own to retaliate. After this, another wave of warriors appear. While this is happening, you're trying to block the doorways, either by running into them or throwing your disc at them. Once you have blocked two on opposite sides of the screen you can have a wraparound escape route rather as in Pac-Man. If you knock out too many doors, a Recogniser will come to fix them. However, if you manage to wound him while he is mending a door you can send him lurching off the screen, sparks flying. A game with appeal for most ages of gamer.□

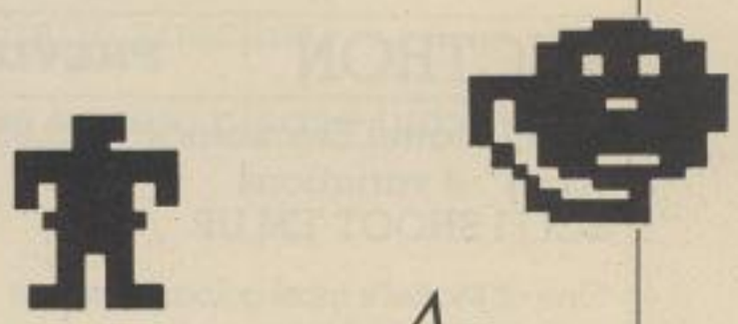


Tron – Maze a Tron

TRON – MAZE A TRON

5392 Mattel Electronics £25.95
1 4 variations
MOVIE TIE-IN ADVENTURE

Probably the poorest of the three Tron games available. The game is set on a series of four scrolling circuit boards along which you have to run until you find the one with your target – the MCP (Master Control Program). As this relies on luck rather than skill, which means that even a veteran can be stumped, the game can be infuriating. On the plus side, though, the graphics are very good. Unless you are a real Tron fan, this game is not worth buying.□



TRON SOLAR SAILER

5893 Mattel Electronics £29.95
1 single game
ADVENTURE MOVIE TIE-IN
needs Intellivoice module £45.95

NEW!

The third and easily the best of the Tron games available. As it needs an Intellivoice, it works out to be fairly costly. This game depicts the final scene in the film where Tron, his girlfriend Yori and 'User' Flynn steal the prototype craft Solar Sailer that is propelled by light beams in the sky. They steal it in order to cross the Sea of Simulation to reach and destroy the MCP (Master Control Program). In the game you are equipped with a code to use against the MCP but to reach it you have a hazardous journey to negotiate along the light beams. You also have the persistent Recognisers to deal with. There are five voices on this game as well as part of the film music by Wendy Carlos. If you're going to buy a Tron game, then get this one.□

U.S. FOOTBALL

2610 Mattel Electronics £15.95
1,1v1 2 variations
SPORT

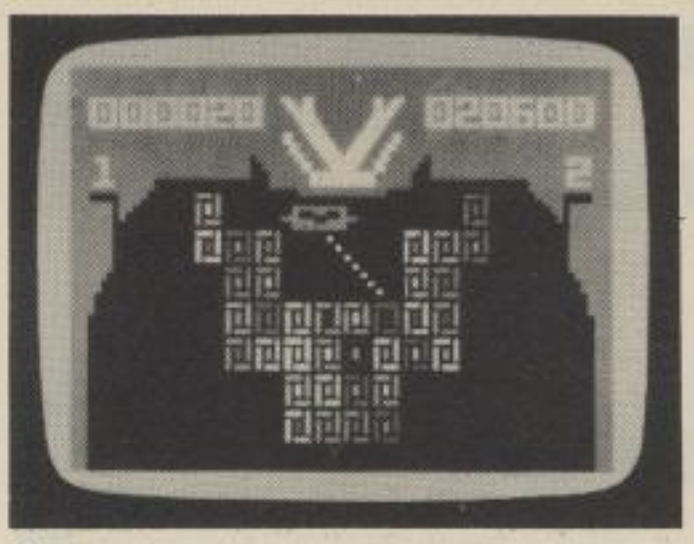
This cartridge may well become popular with the recent interest in American football that has been sparked off by the Channel Four coverage. As in all Mattel's sports games you get cheers from the crowd with each goal. There are 180 offensive and defensive plays and you can pass, punt and even fake.□

UTOPIA

5149 Mattel Electronics £21.95
1,2 4 variations
ADVENTURE

In this game you are the ruler of the island paradise Utopia. You have the job of organising your people's requirements, such as food, crop growing, clothing, jobs and shelter, as well as protecting the islanders from infiltrators.

This sort of game has proved very popular on home computer formats but hasn't really caught on in video game cartridge format. If this sounds like the sort of game for you, bear in mind that one game can last all day, literally.□

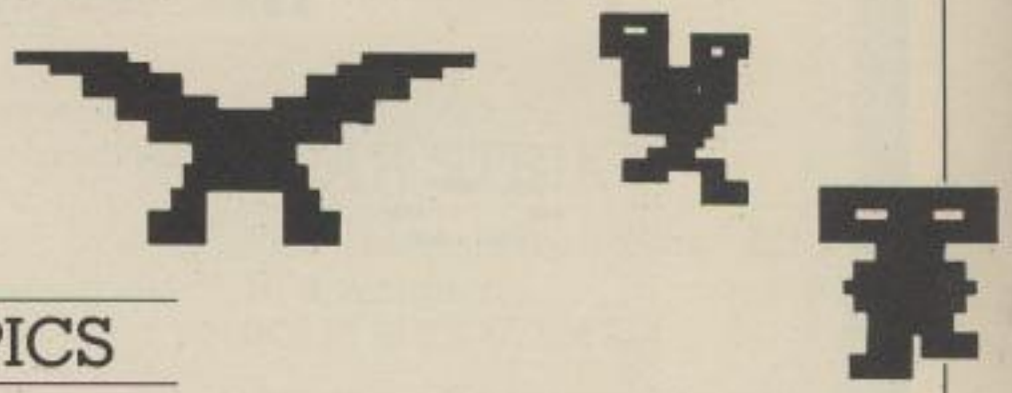


Vectron

WIZARD OF WOR

COL76356 CBS Electronics £29.95
1,1+1 4 variations
MAZE SHOOT 'EM UP

Good quality graphics and sound (being slightly better than the VCS version) but a little sluggish in terms of control. The disc isn't ideal for the sort of manoeuvring needed to succeed in this maze game.□



VECTRON **PREVIEW**

5788 Mattel Electronics £29.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

One of Mattel's most colourful space games, in which your task is to use your droid Vectron, to build laser bases and destroy enemies such as the Hungrees, G-spheres, Splits, Sweeps and Prizums. Killing or stunning them, however, costs valuable energy and points. Careful tactics are needed to win at this fast moving space game.□

WINTER OLYMPICS

4552 Mattel Electronics £25.95
1,1v1 2 variations **PREVIEW**
SPORT

Licenced to be the official video game for the 1984 Winter Olympics in Sarajevo around Christmas time. It features two events, Ski Jumping and Bobsleigh Running, which you must win in order to take the gold medal home. You can compete against the computer or another player in this game that features interesting graphics and the famous crowd cheer that graces many of Mattel sports cartridges.□

WORD FUN

1122 Mattel Electronics £15.95
1,1+1 4 variations
EDUCATIONAL

Along the same lines as Math Fun, this game is set in a Jungle. You control a gorilla who has to pick up letters from the palm trees and make up words with them. Four games on this cartridge, including crossword and word rocket. Well worth the outlay if you have young children.□

GAMES WORKSHOP

Games Workshop is about to start a mail order service to cater for the demand for software for Atari VCS, Atari 400-800, Intellivision and Colecovision. Our range will also expand to include B.B.C. and Spectrum software.

But why not see the range and appreciate our personal service at:-

GAMES WORKSHOP

Manchester: 162 Marsden Way, Arndale Centre, Manchester (061-832-6863)

Sheffield: 95 The Moor, Sheffield (0742-750114)

Nottingham: 41a Broadwalk, Broadmarsh Centre, Nottingham (0602-585744)

Birmingham: Unit 37, Birmingham Shopping Centre, Birmingham B2 (021-632-4804)

Please send me a free copy of Games Workshop's computer games catalogue

Name .....

Address .....

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I am particularly interested in .....

.....

Mail order only: Games Workshops Ltd, 27–29 Sunbeam Road, Park Royal, London NW10 6JP (01 965 3713).

TV GAMER

HELP US MAKE TV GAMER EVEN BETTER!

Please take a few minutes to fill in the questionnaire below so that we can find out what our readers think about TV Gamer and what improvement, if any, they would like to see in the magazine. We will put all the completed questionnaires received by 30th August into a draw and the winning respondent will get a £5 W.H. Smith voucher.

Where there is a dotted line, please fill in details. Where there are boxes, please tick the appropriate box.

1 Which part of TV Gamer do you like most/find most useful? .....

2 Why do you say that? .....

.....

3 Which part of TV Gamer do you like least/find least useful? .....

4 Why do you say that? .....

.....

5 Which video game system have you got? .....

.....

(If more than one system, please write them in the order most used – least used)

6 When did you get it? .....

(If more than one system, please put dates in same order as in 5 above)

7 How many cartridges do you have? .....

(If more than one system, please put in same order as in 5 above)

8 Which are your favourite 3 cartridges?

1 .....

2 .....

3 .....

9 If you rent hardware or software please give details of what and from where .....

.....

.....

10 If you belong to a video games club please specify which .....

.....

11 Who else in your family uses your TV game?

.....

.....

12 How many televisions do you have in your household? .....

13 Which television is your game normally used on and is it a colour set or black and white?

	Colour	Black & white
The main family television	☐	☐
A second television	☐	☐
The children's television	☐	☐

14 Do any of the sets have Teletext? .....

15 Which other electronic goods do you or your family have?

Video recorder ☐
Video camera ☐
Video disc player ☐
Compact audio disc player ☐
Home computer (please state type) .....

Please send your completed questionnaire to:
Dept. BW
Boytonbrook Ltd
187 Oxford Street
London W1R 1AJ

Now please tell us a little more about yourself and your family.

16 Are you Male ☐ Female ☐ Married ☐
Single ☐

Aged Under 18 ..... (please specify)

18–24	☐	45–54	☐
25–34	☐	55–64	☐
35–44	☐	65 and over	☐

How many men and boys are there in your family?

.....

How many women and girls are there in your family? .....

What is the occupation of the head of your household? .....
(If retired, please state last job before retirement)

Finally, could you please fill in your name and address. If you are lucky enough to win the £5 voucher, we'll need to know where to send it.

Name .....

Address .....

.....

BECOME A REGULAR TV GAMER!

This is the first of these quarterly guides. There will be another published in the autumn, a bumper issue for Christmas, and issues every three months from then on to bring you all the news about your games hobby.

How much do you think will change in a year? Well, we expect to review new consoles from Intellivision, and Atari, new accessories for Colecovision and Vectrex and all the new games cartridges for these systems, from existing and new suppliers. For just £4.00 you can have the next four issues delivered to your door, straight from the printer. You could waste nearly ten times that on one cartridge you didn't like! Don't take any chances – send in our subscription form now!

SUBSCRIPTION FORM

Name .....

Address .....

.....

.....

Please send to: Boytonbrook Ltd
187 Oxford Street London W1R 1AJ

Video game system normally played: Atari .....
Intellivision ..... Colecovision ..... Vectrex .....
Other (please write in) .....

I enclose cheque/PO for £4.00

Signed .....
(If you are a retailer, please enclose your business card and we will send you trade information)

Whilst you are sending this in, please fill in the questionnaire overleaf.

WHERE TO BUY

You'll find Atari and Intellivision consoles and recent cartridges widely available through department stores, TV and Video shops and a few large toy shops. Radio Rentals hire out Intellivision consoles in some parts of the country. Colecovision and Vectrex, being newer, may be somewhat harder to find.

Usually the bigger the company the more selective they are with their stocks, and you will tend to get the latest releases only. For older games, or for games from newer or smaller producers, you will need to go to a specialist shop or buy by post.

But try your local shop first. Even if they don't normally stock the particular game you want, they may be able to order it for you. We've printed a list of Trade Wholesalers in this issue to help shops with their ordering. These wholesalers won't deal directly with members of the public, so there's no point in you contacting them direct.

We list a few of the better known large chain stores, and some specialist shops where you will get a wider choice. If the shop also sells by post, we've put M/O (Mail Order) and the address you should write to. There's a phone number for further information, but where a shop has many branches you'd probably get a quicker answer by looking up your nearest branch in the phone book and talking to them direct.

(Export) means that the shop handles orders from abroad.

If you can't get hold of the cartridge you want anywhere, you could write to us and we'll try to help you. Please enclose a stamped, addressed envelope.

Argos National chain of over 300 shops.
Easy Video Shop & M/O: Games Centre, 65 Station Road, West Drayton, Middlesex UB7 7LR. Slough 49667
Games Centre 5 shops, central London, also Birmingham, Brighton and Nottingham. 01-637 7911
Games Workshop 5 shops: London, Birmingham, Manchester, Nottingham, Sheffield. M/O: 27/9 Sunbeam Rd, London NW10. 01-965 3713
Gemini Electronics Shop & M/O: 50 Newton St, Manchester M1 8DP. 061-236 3083 (Export)
Greens 65 sites in Debenhams, Clements (Watford), Browns (Chester), Harvey Nichols (London). M/O: Greenchip Club, Academy House, Trafalgar Way, Yorktown Industrial Estate, Camberley, Surrey GU15 3BN. 0276 62421
Hamleys Shop & M/O: 188-196 Regent St, London W1R 5DF. 01-734 3161
Ketts 40 shops, SE England. 0784 34488 (Egham, Surrey)
Maplin Shops London, Birmingham, Westcliffe. M/O: PO Box 3, Rayleigh, Essex SS6 8LR. 0702 554155. Catalogues in large newsagents. (Export)
Orbit 16 shops England & Wales. 01-387 5734
Rumbelows 371 shops England & Wales. 0992 31988 (Waltham Cross)
Silica Shop Shop & M/O: 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. 01-301 1111 (Export)

Key
● available now
○ available some branches
◔ available from mid July

	ATARI											INTELLIVISION					CBS COLECO - VISION		VECTREX	
		Cartridges											Cartridges							
	Consoles	ATARI	ACTIVISION	APOLLO	CBS ELECTRONICS	COMMAVID	IMAGIC	M-NETWORK	PARKER	SPECTRAVISION	ZIMAG	Consoles	MATTEL	ACTIVISION	IMAGIC	PARKER	Consoles	Cartridges	Consoles	Cartridges
ARGOS	●	●	●				●		●			●	●		●					
EASY VIDEO	●	●	●		●		●	●	●	●		●	●	●	●	●	●	●		
GAMES CENTRE	●	●	●	●	●		●	●	●	●		●	●	●	●	●	●	●	●	●
GAMES WORKSHOP	●	●	●	●	●		●	●	●	●		●	●	●	●	●	●	●	●	●
GEMINI ELECTRONICS	●	●	●	●	●		●	●	●	●		●	●	●	●	●	●	●	●	●
GREENS	●	●	●				●		●			●	●	●		●			○	○
HAMLEYS	●	●	●		◔		●	●	●			●	●	●	●	●	◔	◔	●	●
KETTS	●	●	●				●		●			●	●							
MAPLIN	●	●	●																	
ORBIT	●	●					●		●			●	●		●	●				
RUMBELOWS	●	●	●		●		●		●			●	●			●				
SILICA SHOP	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●

TRADE INFORMATION

Manufacturers or Importers

The following are the manufacturers or importers of TV Games Systems and cartridges. Normally they will only deal with large, approved accounts, but traders may wish to contact them to find their nearest wholesaler.

Atari International (UK) Ltd
Atari House, Railway Terrace, Slough, Bucks SL2 5BZ. Slough 33344

CBS Electronics,
Headley Road East, Woodley, Berkshire, RG5 4SG.
0734 698188

Computer Games Ltd (CGL)
CGL House, Goldings Hill, Loughton, Essex IG10 2RR. 01-508 5600

Hales Ltd
PO Box 33, Harrowbrook Road, Hinckley, Leicester LE10 3DN. 0455 634746

Intermagnetics (UK) Ltd
Agra House, 964 North Circular Rd, London NW2 7JR. 01-450 5477

Knickerbocker Toys Co (UK)
Eskdale Road, Winnersh Triangle, Wokingham, Bucks RG11 5LL.
0734 698514
(Represent Atari to the Toy Trade)

Mattel Electronics (UK) Ltd,
Mattel House, North End Road, Wembley, Middlesex. 01-900 0311

Milton Bradley Ltd.
C P House, 97 Uxbridge Rd, Ealing, London W5. 01-567 3030

Charnwood Products Ltd
Unit 8, Jubilee Drive, Loughborough, Leics. 0509 217530

Palitoy Co Ltd
Owen St, Coalville, Leicester, LE6 2DE.
0530 36388

Video Programme Distributors Ltd
Building No 1, GEC Estate, East Lane, Wembley, Middx HA9 7FF. 01-904 0921

Vulcan Electronics Ltd
200 Brent Street, Hendon, London NW4.
01 203 6366/7

Here are a few wholesalers who specialise in TV game systems and cartridges. All of them will accept single orders from retailers unless otherwise noted. It's always best to telephone first to check stock availability, etc. Please mention where you found their name, too!

Clyde Factors (Electrical) Ltd
79 Washington Street, Glasgow G3 8BD.
041-221 9844

Easy Video
65 Station Rd, West Drayton, Middlesex UB7 7LR. West Drayton 41786/7

G K Video
Warrington Road Industrial Estate, Stephen's Way, Goose Green, Wigan.
0942 495658

Lightning
841 Harrow Road, London NW10 5NH.
01 969 5255 (enquiries)
01 969 8344 (orders)

R & R Computer Games
258 Pontefract Road, Cudworth, Barnsley. 0226 710414
(Min. order 6 cartridges)

Silica Shop
1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. 01-301 1111

Terry Blood
Units 18-20, Rosevale Road, Parkhouse Industrial Estate, Newcastle-under-Lyme, Staffs. 0782 620321 (Min. order £50)

Some newer brands are still appointing their wholesalers and this list, although as correct as possible at the time of writing, is bound to be incomplete. Likewise, some new brands may not be widely distributed until mid-summer.

	ATARI											INTELLIVISION					CBS COLECO-VISION		VECTREX	
		Cartridges											Cartridges							
	Consoles	ATARI	ACTIVISION	APOLLO	CBS ELECTRONICS	COMMAVID	IMAGIC	M-NETWORK	PARKER	SPECTRAVISION	ZIMAG	Consoles	MATTEL	ACTIVISION	IMAGIC	PARKER	Consoles	Cartridges	Consoles	Cartridges
Manufacturers and Importers																				
ATARI	●	●																		
CBS ELECTRONICS					●												●	●		
COMPUTER GAMES			●											●						
HALES							●								●					
INTERMAGNETICS											●									
KNICKERBOCKER	●	●																		
MATTEL								●				●	●							
MILTON BRADLEY																			●	●
CHARNWOOD						●														
PALITOY									●							●				
V P D										●										
VULCAN										●										
Wholesalers																				
CLYDE FACTORS	●	●	●				●			●										
EASY VIDEO	●	●	●		●		●	●	●	●		●	●	●	●	●	●	●		
G K VIDEO	●	●	●				●		●											
LIGHTNING	●	●	●				●	●	●	●		●	●	●	●	●			●	●
R & R COMP. GAMES	●	●	●		●		●	●	●	●							●	●		
SILICA SHOP	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
TERRY BLOOD	●	●	●		●		●	●	●	●		●	●	●	●	●	●	●		

AT LAST! A CLUB FOR THOSE WHO TAKE GAMES SERIOUSLY ENOUGH TO WANT TO SAVE MONEY!

microGAMES

ATARI - INTELLIVISION - COLECO - VECTREX - COMPUTER

£1

- ☐ Club membership costs just £1 — and that's refundable with your first purchase!
- ☐ Every new member gets a beautiful game library case free of charge!
- ☐ Each membership kit comes with a complete discount list for Home Computers and Home Computer Software including VIC, COMMODORE, DRAGON and ATARI 400/800 e.g. COMMODORE 64 just £325.
- ☐ Members get free entry into a computerised games exchange pool!
- ☐ Atari 2600 and Intellivision owners will be given release date information on the piggy back keyboards coming soon plus a special 15% discount - you'll get it first at the lowest price!
- ☐ Club members may purchase all games at a very special discount price.
- ☐ **All new members will be entered in a prize draw for a VIC 20 Computer. Winner to be announced in TV Gamer!**

microGAMES

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YEWSLEY
MIDDLESEX

I WISH TO JOIN MICROGAMES
I ENCLOSE MY £1 MEMBERSHIP

NAME.....

ADDRESS.....

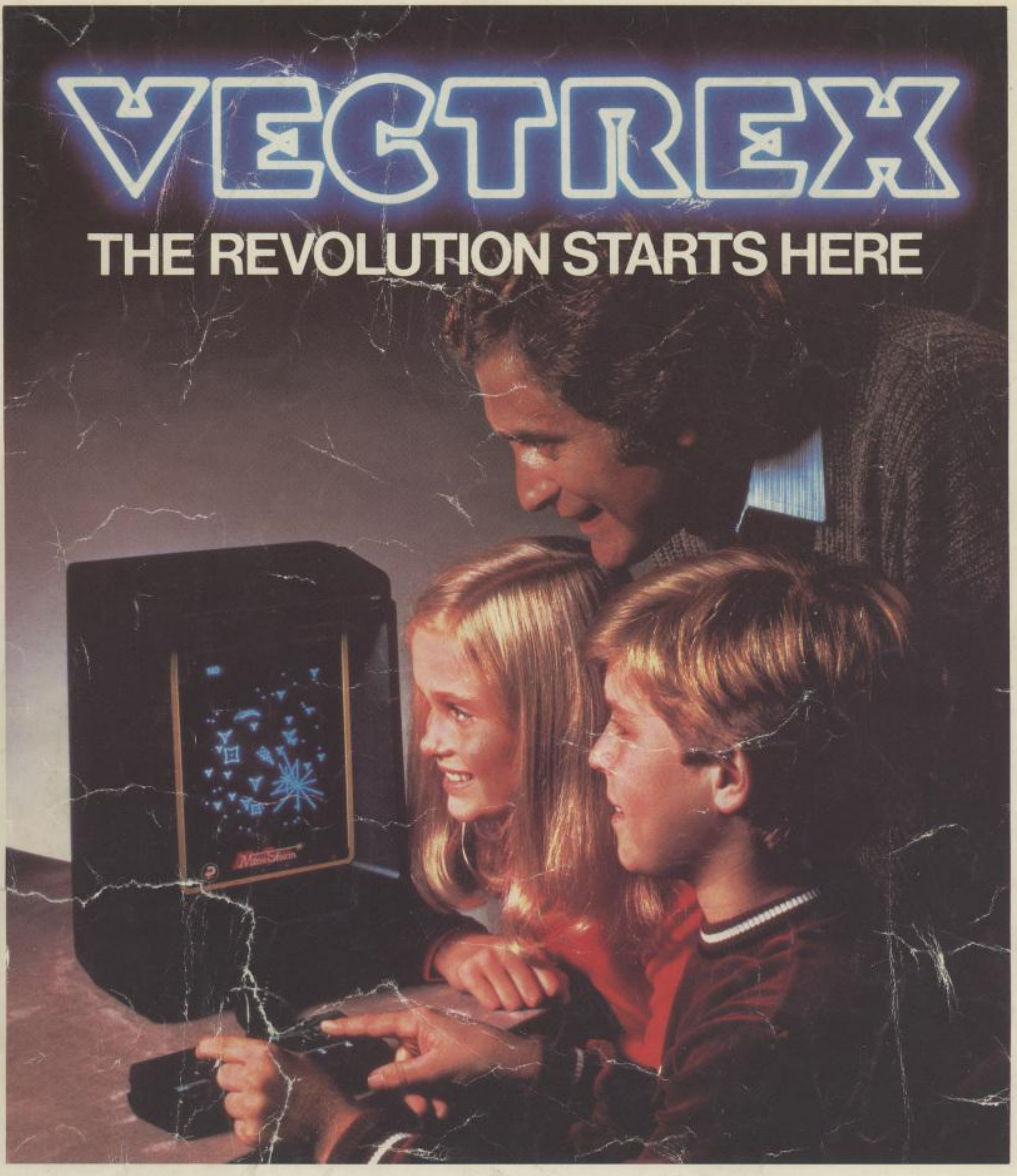
.....

.....

MY GAMES SYSTEM IS:.....

VECTREX

THE REVOLUTION STARTS HERE



THE ULTIMATE COMPUTER GAMES SYSTEM.

Vectrex has its own built-in screen. It actually reproduces the same brilliant graphics, exciting sounds and fast game play of a real arcade machine.

Vectrex comes complete with its own built-in game 'Minestorm', but you can play many other classic games such as 'Scramble'* and 'Berzerk'** by simply slotting in a cartridge.

This portable system is complete with its own built-in control panel featuring an analogue joystick and four action buttons.

Try the ultimate computer games experience with Vectrex.

Milton Bradley Limited, CP House, 97/107 Uxbridge Road, Ealing, London W5 5TZ. Telephone: 01-567 3030.

*Licensed by Konami Industry © 1981
**Licensed by Stern Electronics Inc © 1980